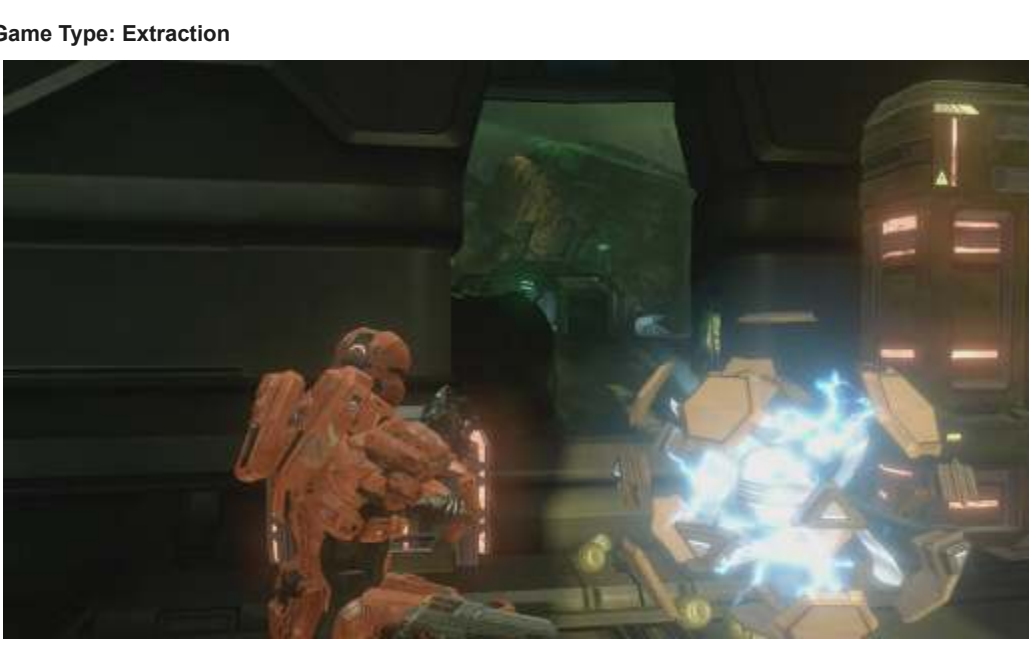
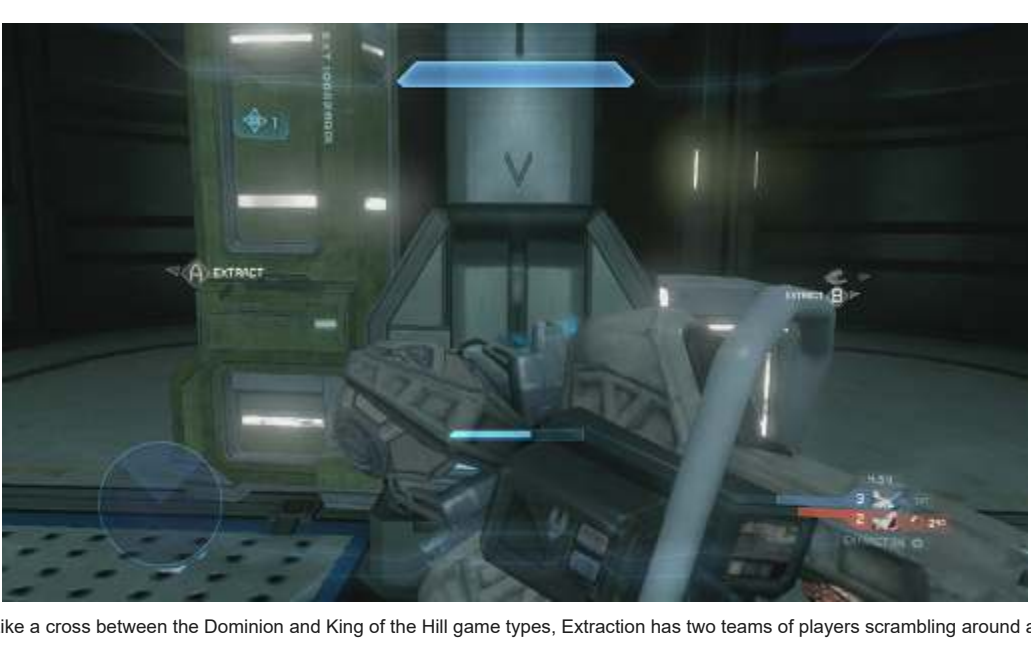
Map Packs

Crimson Map Pack

Featuring three new maps, the Crimson Map Pack is the first expansion to Halo 4's competitive multiplayer map selection. In addition to these new battlegrounds, a new game type is set to appear on Halo 4's matchmaking playlists: Extraction.

Game Type: Extraction





Like a cross between the Dominion and King of the Hill game types, Extraction has two teams of players scrambling around a map to secure special resource points that are marked on everyone's HUD. You must secure these resource points by placing an extractor upon them, and then hold that point down while a timer ticks away. If you hold an Extraction point for the time required, your team gains a point and the extracted point disappears, replaced by a new point at a random location.

Unlike Dominion, the resource points do not have special defenses that you can deploy over time, and unlike King of the Hill, it's not enough to simply get close to an Extraction point to capture or steal it. You have to actually interact with the resource point, which means you are vulnerable and can't fight back while placing the beacon on the resource point.

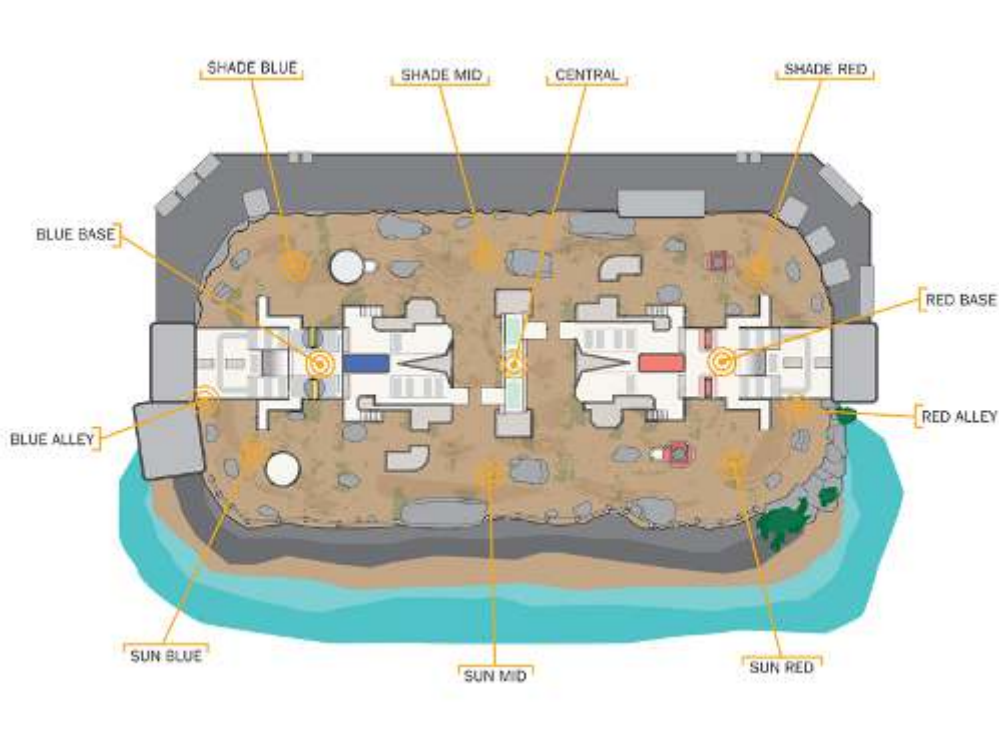
This game type demands that you play hybrid offense and defense roles over the course of the match, so be prepared and willing to handle both aspects of the battle.

General Tips for Extraction

- At any given time during an Extraction game, two points can be active on a map. After placing a beacon, it takes 45 seconds by default for a resource point to be extracted. Constantly check how much time is left on a point, as this can determine your team's overall offensive or defensive plan.
- Extraction is a team game—to be successful, you need to work with your teammates. Acting as a lone wolf weakens your team's offense and defense!
- Harass, harass, harass. Challenging the enemy to prevent them from establishing an Extraction point is a good way to set up a points lead.
- Never allow the enemy to act as a cohesive unit. You can easily split up a team by killing some of them while they transition between resource points.
- You don't have to hold all the points at the same time; you only need to ensure that the enemy is unable to establish an Extraction point themselves.
- Communicate with your allies after a new resource point opens up on the map, and try to arrive at each fresh point in force. At the same time, some members of the team should already be looking for enemies to harass and kill; this way, if a major fight erupts around a point, the enemy will arrive with weaker shields or fewer Spartans.
- Set up loadouts that help you hold down locations, and select your armor abilities accordingly. It's tempting to stick to Promethean Vision, but the nature of Extraction makes certain armor abilities better suited for certain tasks.
- Regeneration Field is a good choice for Extraction points that have a lot of cover. If you can force the enemy to come to you, they'll be walking into a prepared killzone that is constantly restoring your team's shields.
- The Hardlight Shield is a good stalling/general defense armor ability that can really shine during Extraction. Use it to buy yourself the last few seconds needed for an Extraction point to finish processing. You can even deflect grenade spam if you use it correctly.
- The Autosentry can provide a few seconds of harassment on the enemy if placed correctly, and the extra firepower can help bring down enemies attacking Extraction points that much faster.
- The Hologram can be surprisingly effective even on skilled opponents. Bait players, both on the attack or on defense, into situations where they are more vulnerable.

Harvest

Similar to those found on other agrarian worlds, this impressive tether network was used to ferry resources off-planet.



Harvest is a midsized map based on a re-creation of the human colony world of Harvest, where the first disastrous contact between humanity and the Covenant took place. Much of the map is dominated by three structures that run down the center, flanked by two large open fields with long sight lines ideal for snipers. This map favors Capture the Flag, but other objective game types, such as Extraction and King of the Hill, are natural fits for the buildings and hills surrounding them.

Harvest features vehicles such as the Warthog, Mongoose, and Ghost that traverse the valleys on either side of the central structure. The open sight lines that span across the valleys make using a vehicle extremely important for fast travel between structures.

Vehicle access into the two main buildings is dicey, and there's generally little reason to force a vehicle into the main buildings, unless your opponent is less skilled and unable to use any form of explosives to quickly destroy you.

Red Base/Blue Base

Sharing the same design, the two base structures are the largest buildings accessible in Harvest. In the standard Capture the Flag game type, they act as the strongholds for the red and blue teams. There are multiple ramps leading from each base that grant access to the valleys on either side of the map. Both bases have a rear alley entrance by way of two gravity pads located on the ground level at either end of the map, and both base structures have a series of ramps that lead to the central structure.

The actual flag-holding area is exposed to the valleys on each side of the map. Combined with the multiple access routes, you have a legitimate tactical nightmare if you're trying to hold down the area.

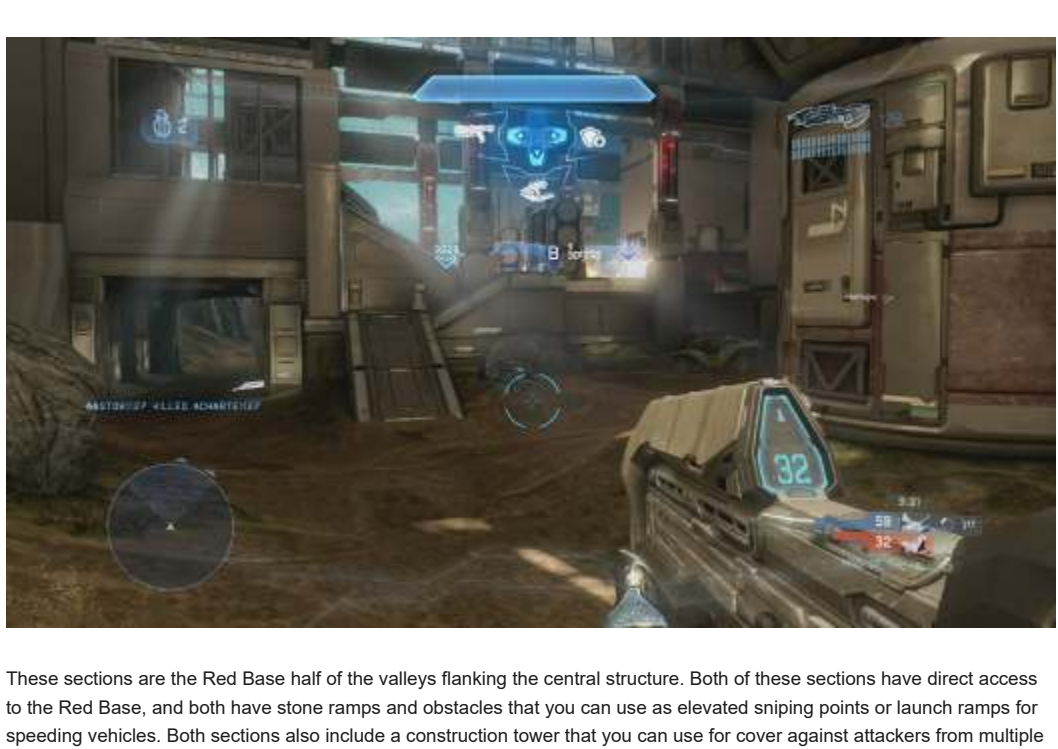
Red Alley/Blue Alley

These Alley sections provide corridors that connect the two flanking valleys via a passage underneath the rear sections of each base. Extraction objectives are often placed here, and the closed nature of the Alleys makes them relatively easier to defend. The Alleys contain a set of gravity pads that can launch Spartans into the base structures. This can be heavily exploited during Capture the Flag, but savvy players will keep an eye out for flag-capture attempts via those routes.

Central

Central is a structure that lies between the red and blue bases, but it is not directly connected to them. Dividing them are two paths that connect the two valleys. Spartans can access the upper area of Central by leaping from ramps located on the upper floor of each respective base; use a Jet Pack or the lifts located on the Sun/Shade Mid sides of the Central building to do this. You can use Sun Mid or the Shade Mid Side to access the corridor that runs through the lower level, but tactically it is a very tough location to hold. There is no cover atop Central, and the corridor running through it can quickly turn into a death trap for everyone involved. Central is best used as a point of transition between other tactically more advantageous sections of the map.

Sun Red/Shade Red



These sections are the Red Base half of the valleys flanking the central structure. Both of these sections have direct access to the Red Base, and both have stone ramps and obstacles that you can use as elevated sniping points or launch ramps for speeding vehicles. Both sections also include a construction tower that you can use for cover against attackers from multiple angles. Expect Warthog drivers to try using those towers for protection during flag runs. These sections of the flanking valleys are where you can find Warthog and Mongoose spawn points. The two valley sections are connected via the Red Alley and the path cutting between the Red Base and Central.

Sun Mid/Shade Mid

The middle section of the valleys flanking the Central building can become lethal hot spots during Extraction games, as resource points spawn by the stone ramps located here. Be mindful of potential fire from the top sections of the Central structure if you're passing through Sun/Shade Mid.

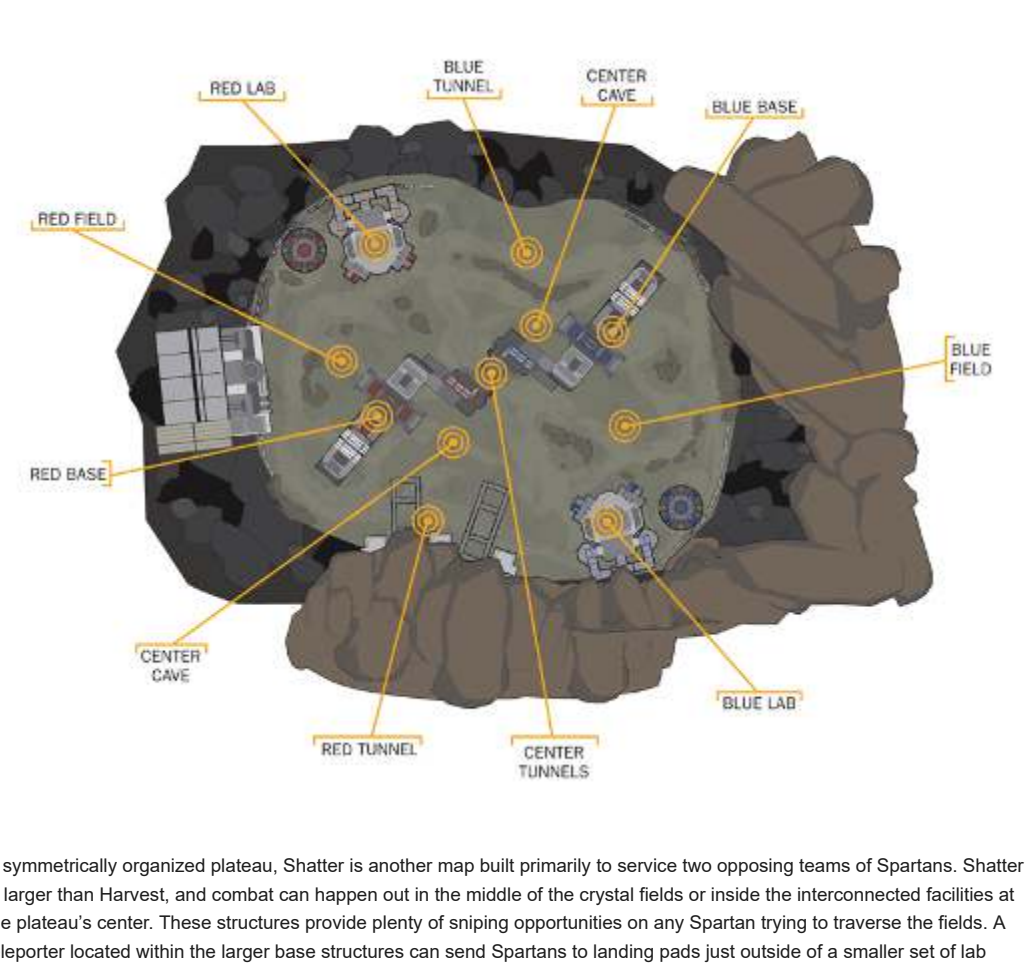
Like all of the other stone ramps found in other field sections on this map, the ramps at Sun/Shade Mid make for excellent sniping positions. However, it's best not to constantly stand at the very tops of the ramps, as you're presenting a big target to enemy countersnipers.

Sun Blue/Shade Blue

Mirrored replicas of the Red side of the valleys, these sections confer roughly similar tactical benefits as the Red side, acting as key access points to the Blue Base and the Blue Alley.

Shatter

Excessive and unexpected volcanic activity may bring an end to the Materials Group's mining operation on Chi Ceti IV's moon.



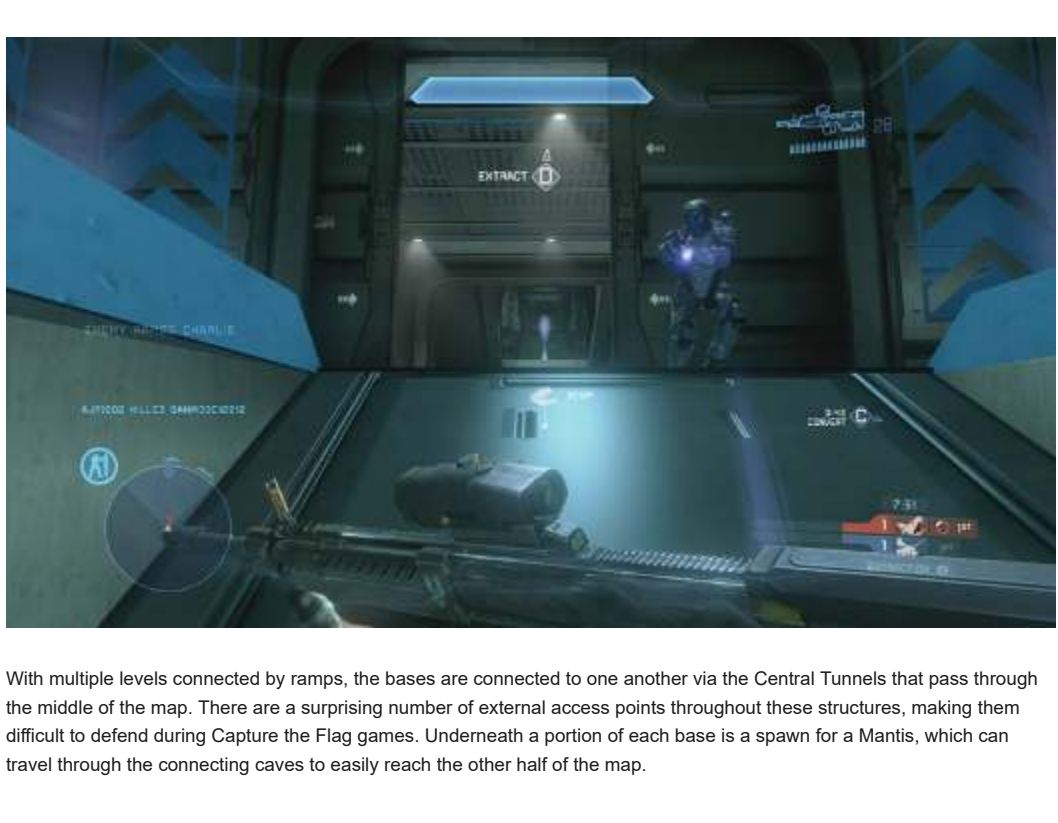
A symmetrically organized plateau, Shatter is another map built primarily to service two opposing teams of Spartans. Shatter is larger than Harvest, and combat can happen out in the middle of the crystal fields or inside the interconnected facilities at the plateau's center. These structures provide plenty of sniping opportunities on any Spartan trying to traverse the fields. A teleporter located within the larger base structures can send Spartans to landing pads just outside of a smaller set of lab buildings, allowing for quick escapes or flanking maneuvers.

The plateau is divided in half by a stone formation, with two large base structures attached to it on either side. These bases are connected via a network of caves at the ground level and by a tunnel system that directly connects the two primary structures. The caves and tunnels are the main method of travel between both halves of the map.

Shatter features more vehicles than Harvest in its standard configuration. Vehicles such as the Ghost, the Wraith, and the Mantis can rule the open spaces with careful positioning. However, with so many interconnected paths and potential sniping points around the map center, you can expect the heavy vehicles to be challenged from many directions.

As with Harvest, Shatter favors Big Team Battles that feature game types such as Capture the Flag, King of the Hill, and Infinity Slayer.

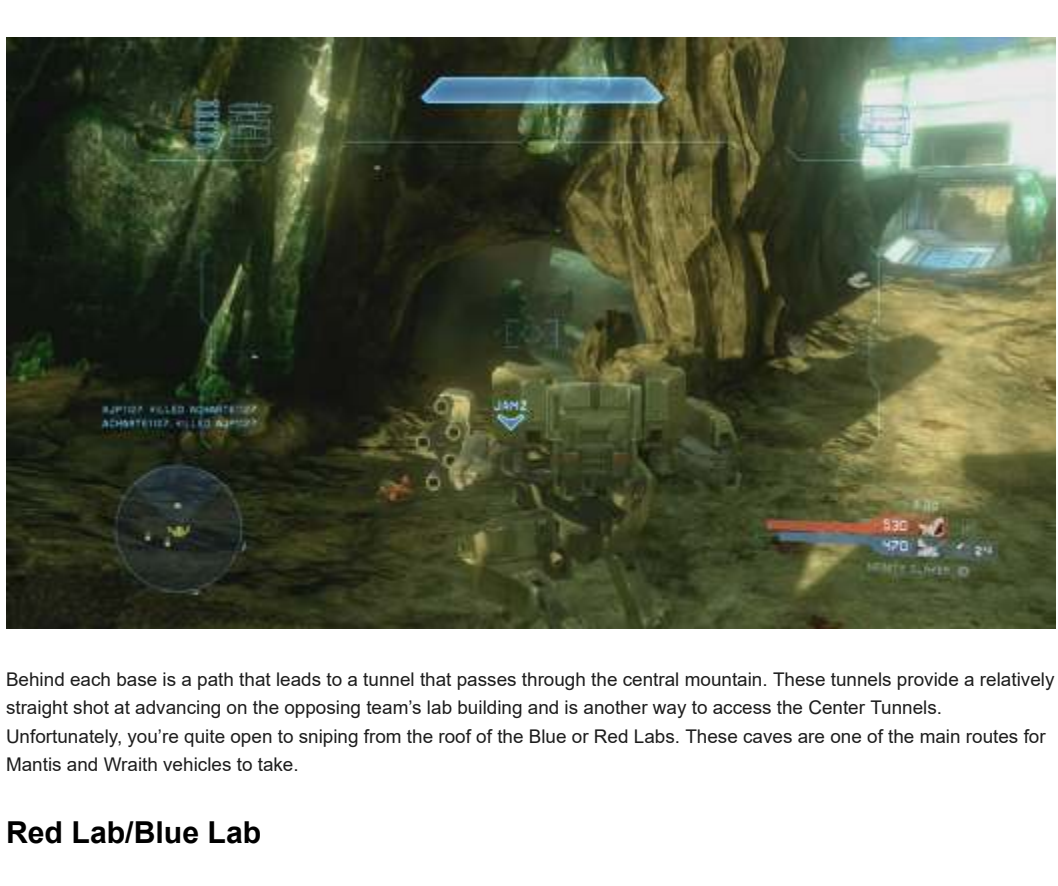
Red Base/Blue Base



With multiple levels connected by ramps, the bases are connected to one another via the Central Tunnels that pass through the middle of the map. There are a surprising number of external access points throughout these structures, making them difficult to defend during Capture the Flag games. Underneath a portion of each base is a spawn for a Mantis, which can travel through the connecting caves to easily reach the other half of the map.

At the top level of each base is a teleporter that takes you to a landing pad just outside of a pair of smaller lab structures. Don't forget that this shortcut exists, particularly if you're playing King of the Hill or Extraction and need to quickly get from one point to another.

Red Tunnel/Blue Tunnel

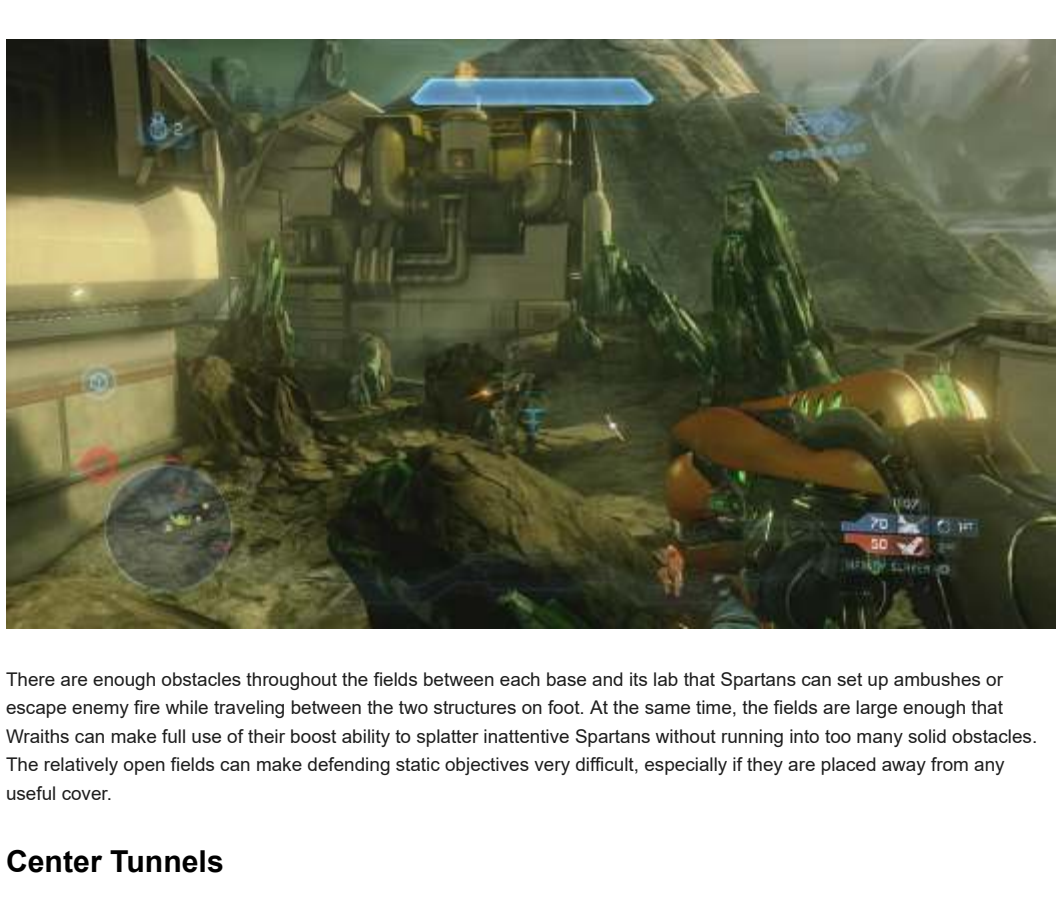


Behind each base is a path that leads to a tunnel that passes through the central mountain. These tunnels provide a relatively straight shot at advancing on the opposing team's lab building and is another way to access the Center Tunnels. Unfortunately, you're quite open to sniping from the roof of the Blue or Red Labs. These caves are one of the main routes for Mantis and Wraith vehicles to take.

Red Lab/Blue Lab

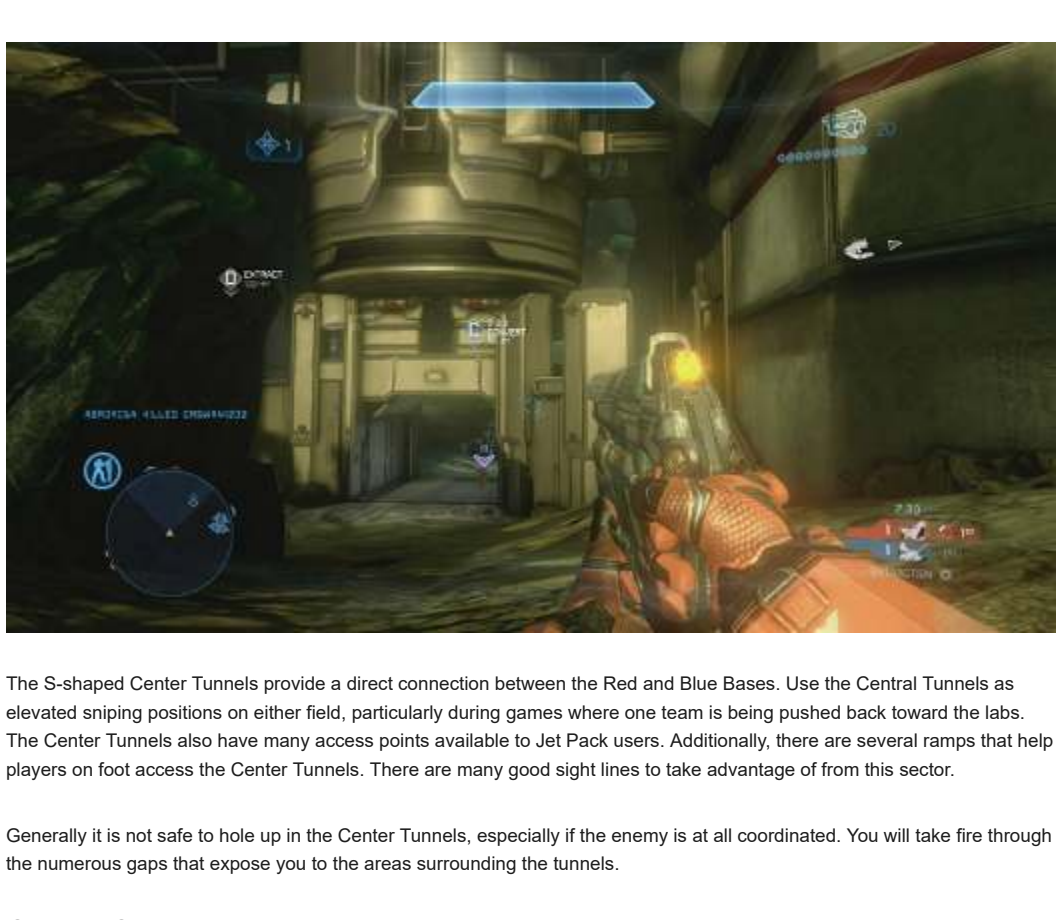
Reach the small labs quickly by taking a teleporter at the top of the Red/Blue Base. This will land you on a pad just outside the labs, or you can run through the fields outside the bases, using the crystals to help cover your advance. The labs make for very frantic close-quarter engagements, while the roof of each lab can act as excellent sniping posts. Players attempting to use the Center Tunnels and the Red/Blue Tunnels are quite vulnerable to patient marksmen on the lab rooftops, and all Extraction points located in the Center Tunnels can be covered from the labs.

Red Field/Blue Field



There are enough obstacles throughout the fields between each base and its lab that Spartans can set up ambushes or escape enemy fire while traveling between the two structures on foot. At the same time, the fields are large enough that Wraiths can make full use of their boost ability to splatter inattentive Spartans without running into too many solid obstacles. The relatively open fields can make defending static objectives very difficult, especially if they are placed away from any useful cover.

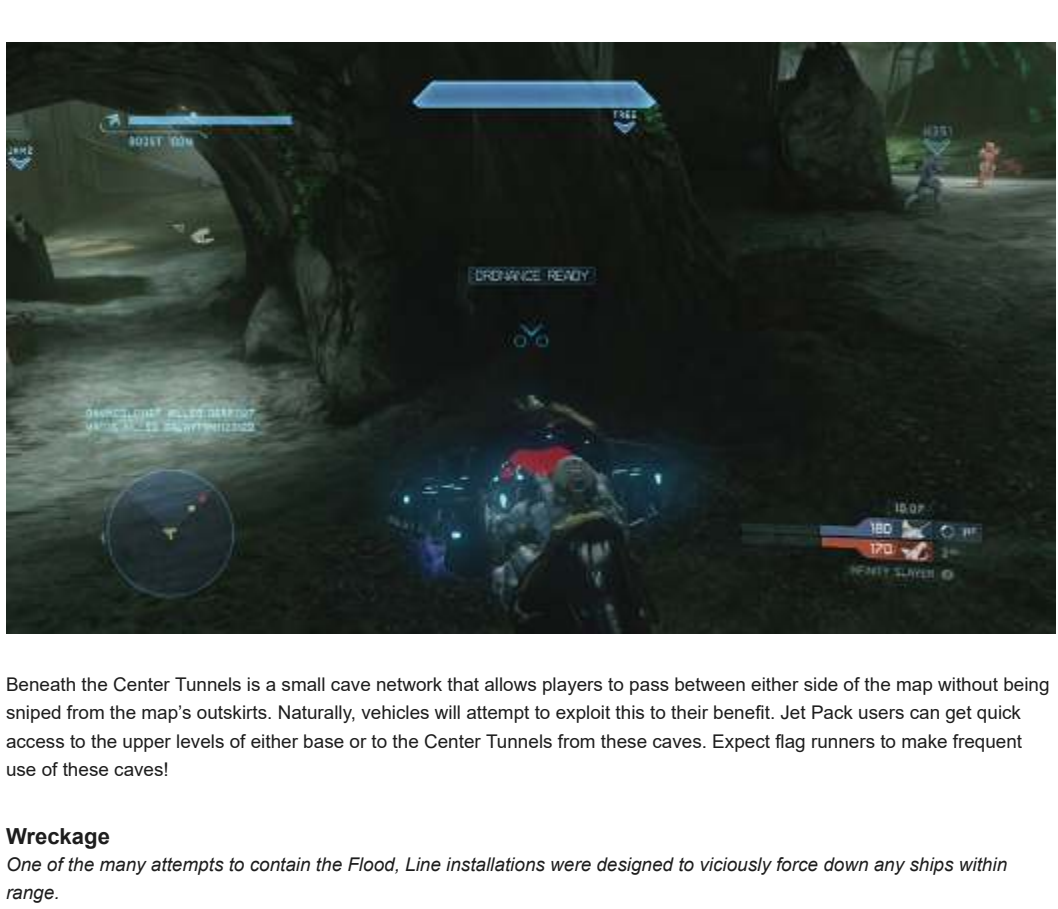
Center Tunnels



The S-shaped Center Tunnels provide a direct connection between the Red and Blue Bases. Use the Central Tunnels as elevated sniping positions on either field, particularly during games where one team is being pushed back toward the labs. The Center Tunnels also have many access points available to Jet Pack users. Additionally, there are several ramps that help players on foot access the Center Tunnels. There are many good sight lines to take advantage of from this sector.

Generally it is not safe to hole up in the Center Tunnels, especially if the enemy is at all coordinated. You will take fire through the numerous gaps that expose you to the areas surrounding the tunnels.

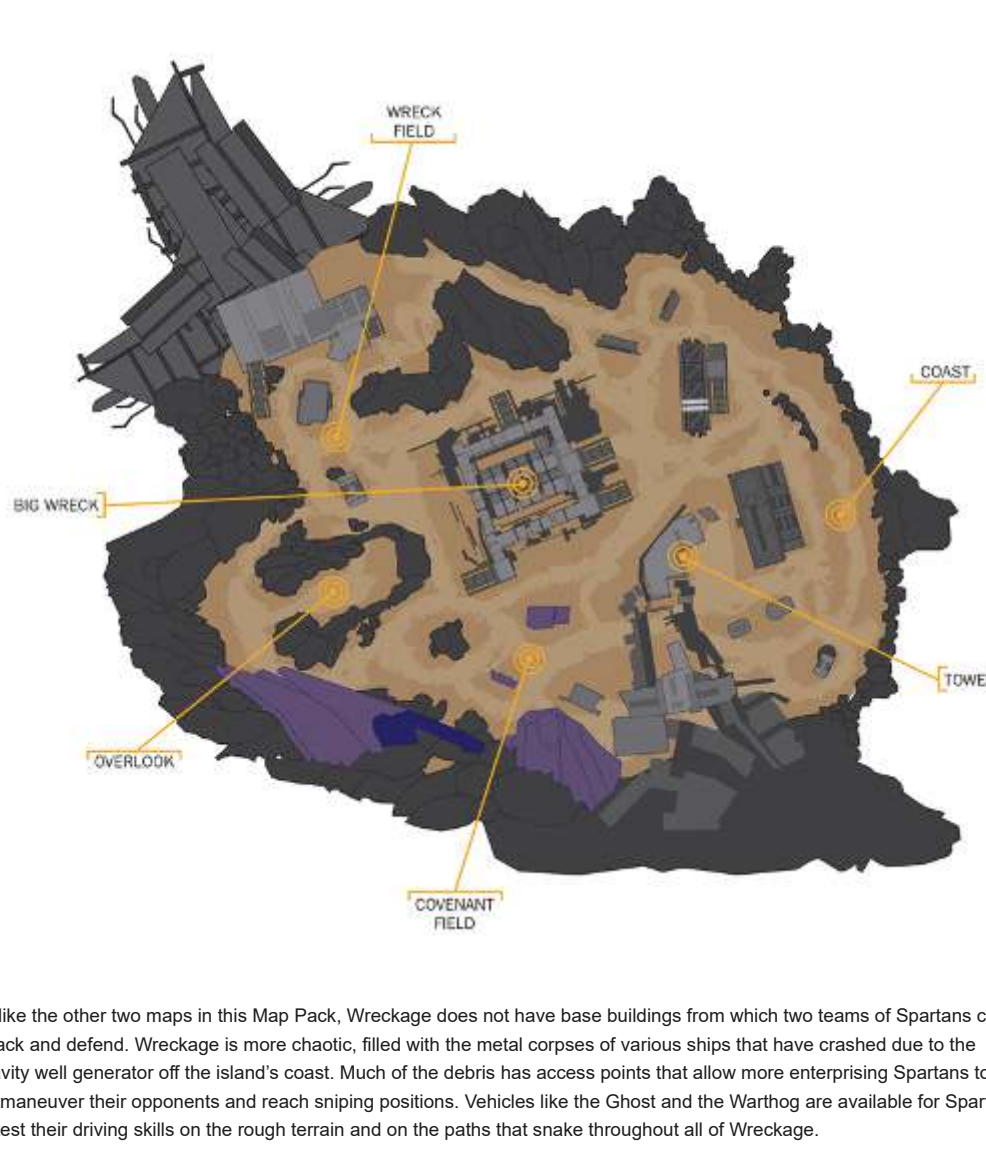
Center Caves



Beneath the Center Tunnels is a small cave network that allows players to pass between either side of the map without being sniped from the map's outskirts. Naturally, vehicles will attempt to exploit this to their benefit. Jet Pack users can get quick access to the upper levels of either base or to the Center Tunnels from these caves. Expect flag runners to make frequent use of these caves!

Wreckage

One of the many attempts to contain the Flood, Line installations were designed to viciously force down any ships within range.

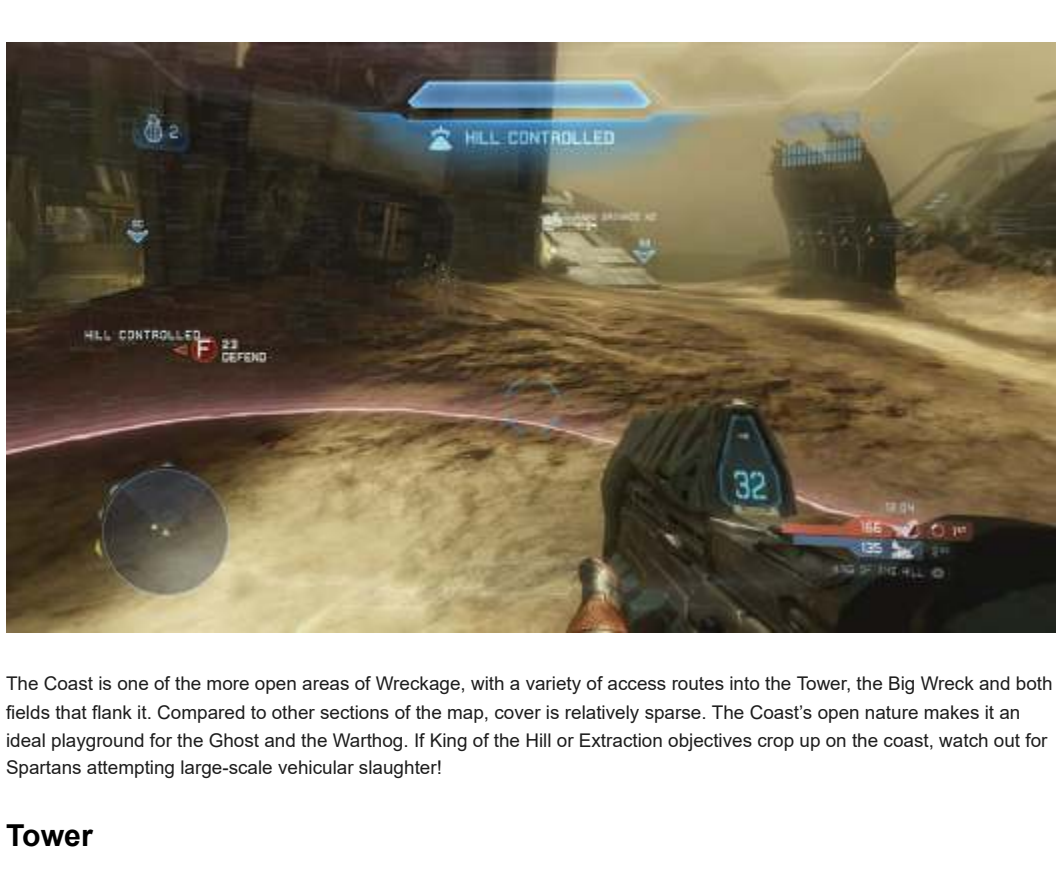


Unlike the other two maps in this Map Pack, Wreckage does not have base buildings from which two teams of Spartans can attack and defend. Wreckage is more chaotic, filled with the metal corpses of various ships that have crashed due to the gravity well generator off the island's coast. Much of the debris has access points that allow more enterprising Spartans to outmaneuver their opponents and reach sniping positions. Vehicles like the Ghost and the Warthog are available for Spartans to test their driving skills on the rough terrain and on the paths that snake throughout all of Wreckage.

The map's defining landmark is the mountain of debris at its center, called the Big Wreck. Once part of a larger space-faring vessel, the remains of this crashed ship are defined by a network of interconnected corridors that will test every Spartan's close-quarter skills. Expect Capture the Flag, King of the Hill, and Oddball games to have ferocious battles within and around this wreck.

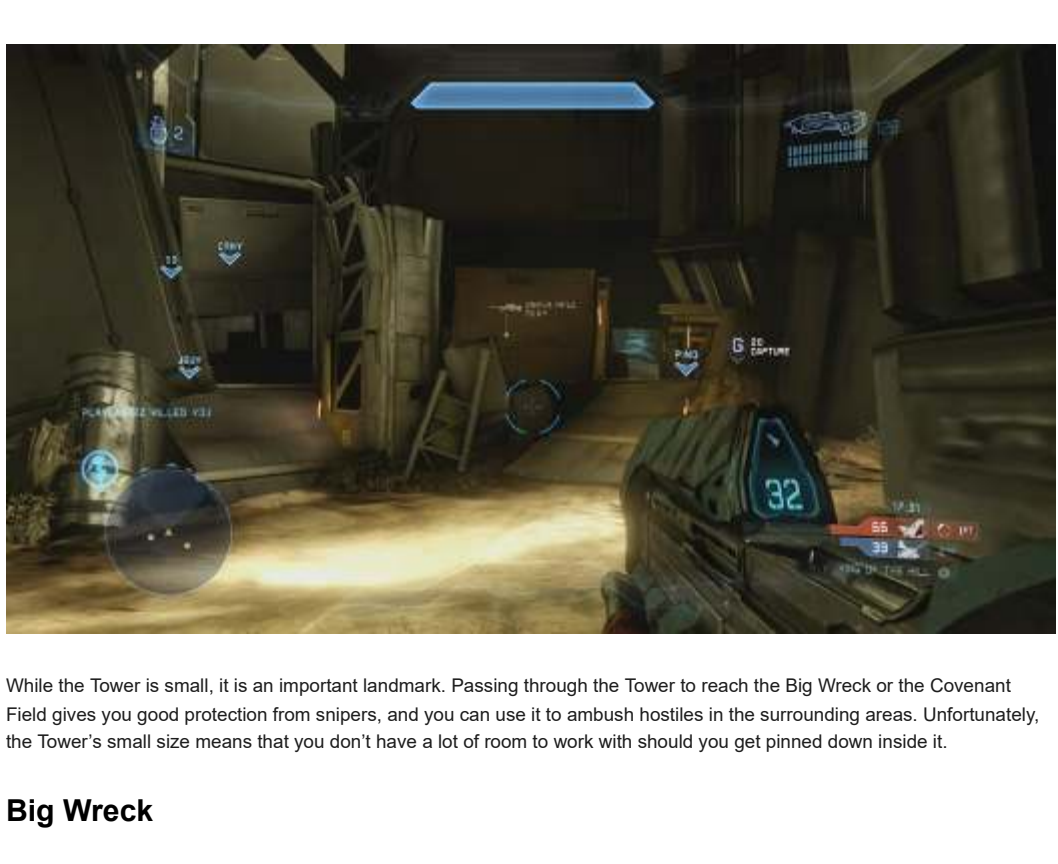
The area surrounding the Big Wreck is a complex mix of smaller structures, bumpy dirt roads, and debris. The coast is relatively easy to navigate, but the deeper inland you go, the more places you'll find that clever Spartans can use to ambush careless victims running out in the open.

Coast



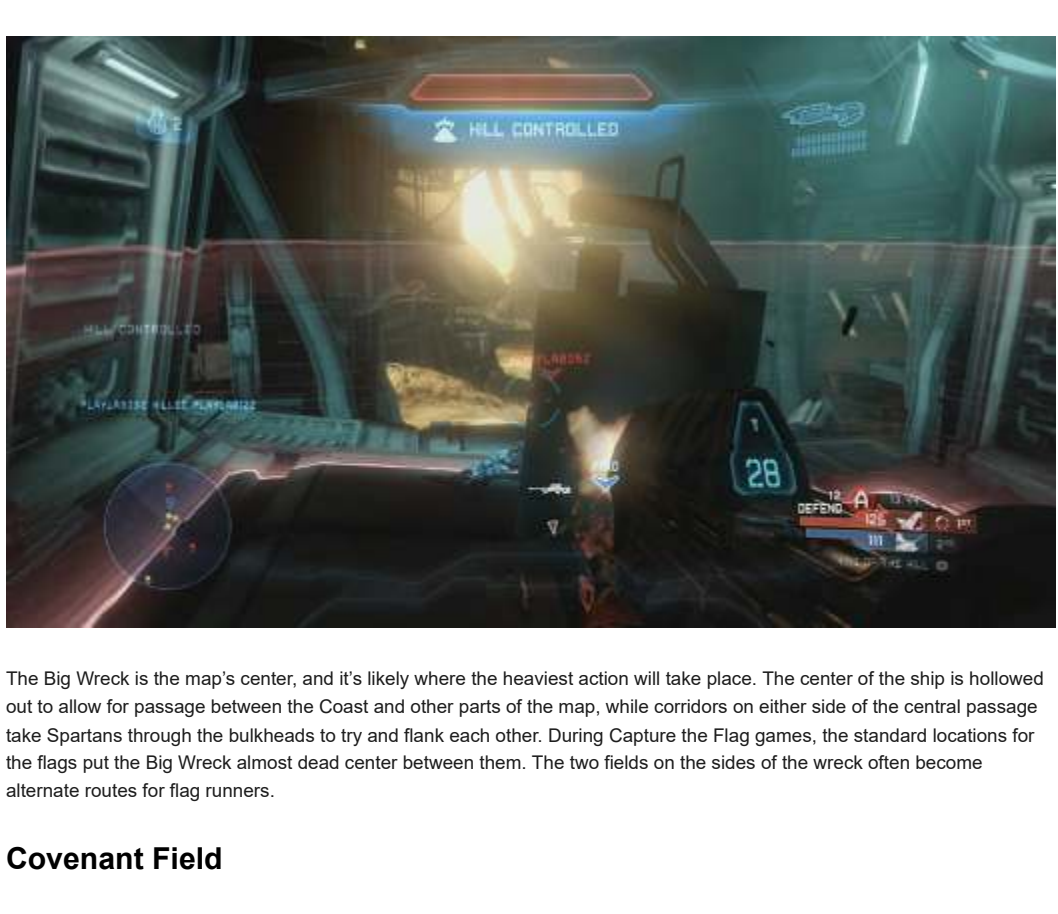
The Coast is one of the more open areas of Wreckage, with a variety of access routes into the Tower, the Big Wreck and both fields that flank it. Compared to other sections of the map, cover is relatively sparse. The Coast's open nature makes it an ideal playground for the Ghost and the Warthog. If King of the Hill or Extraction objectives crop up on the coast, watch out for Spartans attempting large-scale vehicular slaughter!

Tower



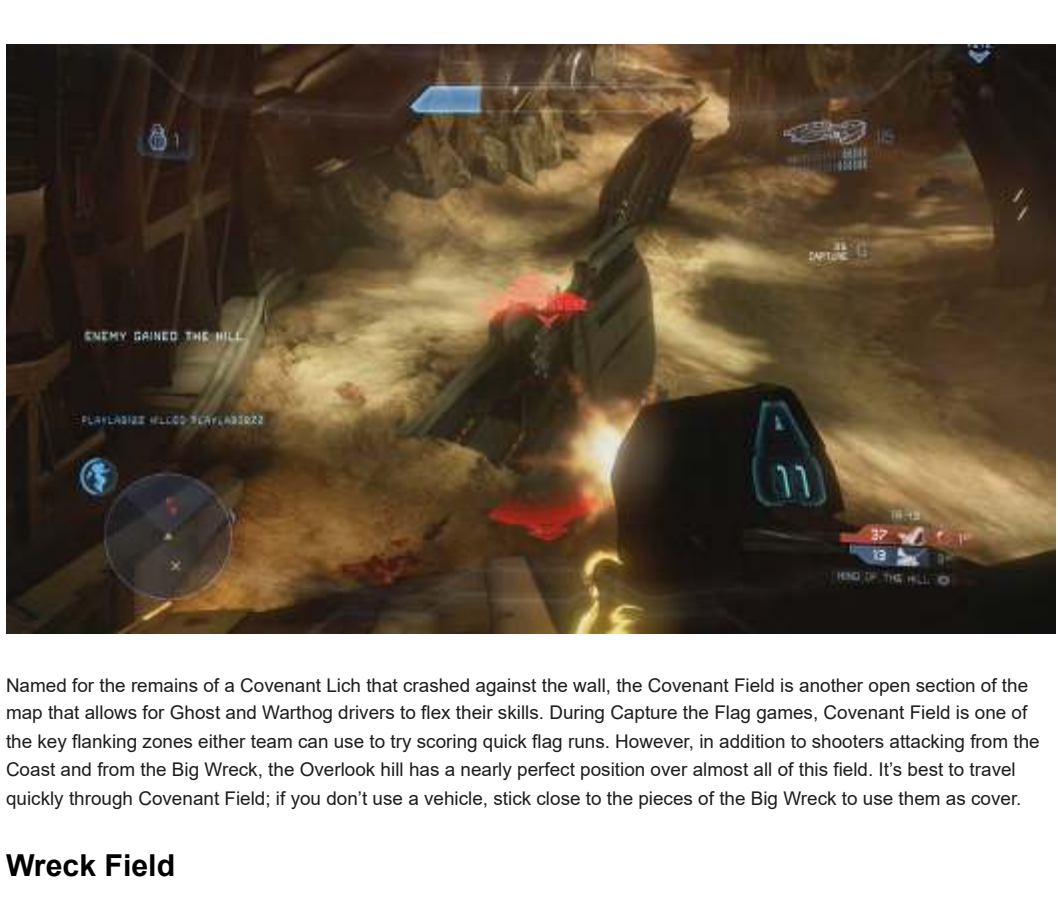
While the Tower is small, it is an important landmark. Passing through the Tower to reach the Big Wreck or the Covenant Field gives you good protection from snipers, and you can use it to ambush hostiles in the surrounding areas. Unfortunately, the Tower's small size means that you don't have a lot of room to work with should you get pinned down inside it.

Big Wreck



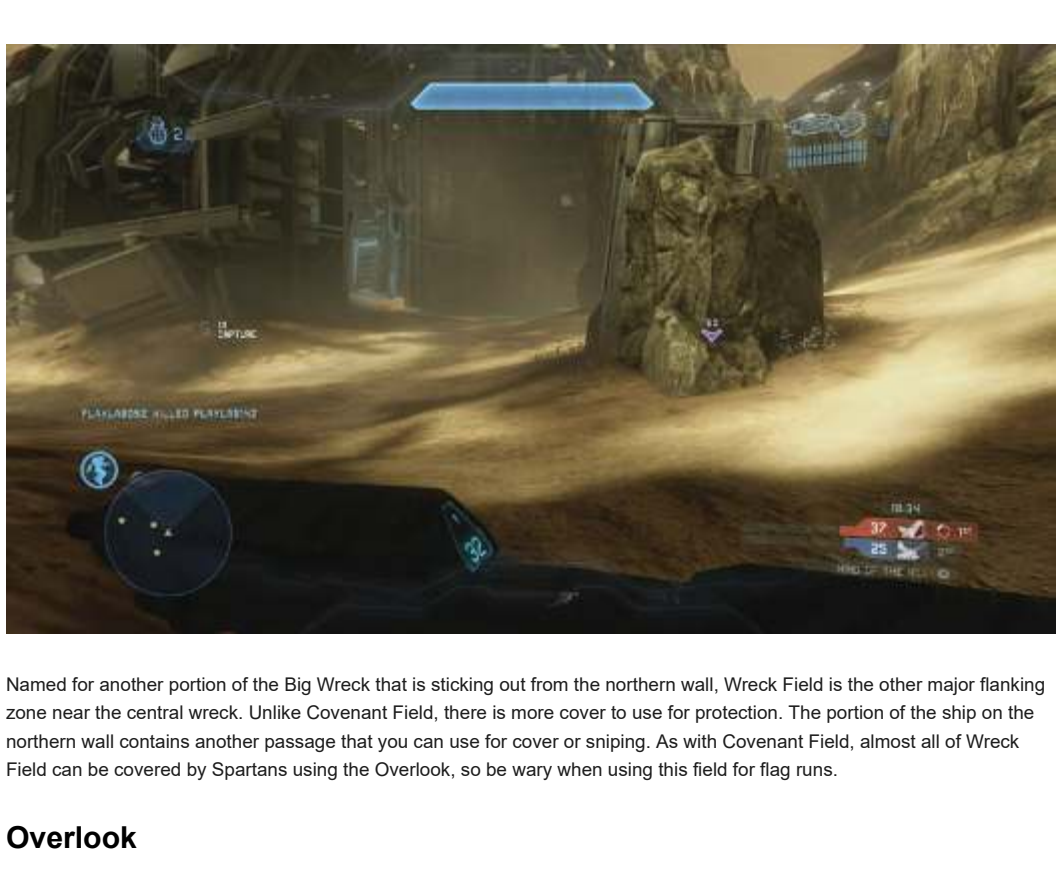
The Big Wreck is the map's center, and it's likely where the heaviest action will take place. The center of the ship is hollowed out to allow for passage between the Coast and other parts of the map, while corridors on either side of the central passage take Spartans through the bulkheads to try and flank each other. During Capture the Flag games, the standard locations for the flags put the Big Wreck almost dead center between them. The two fields on the sides of the wreck often become alternate routes for flag runners.

Covenant Field



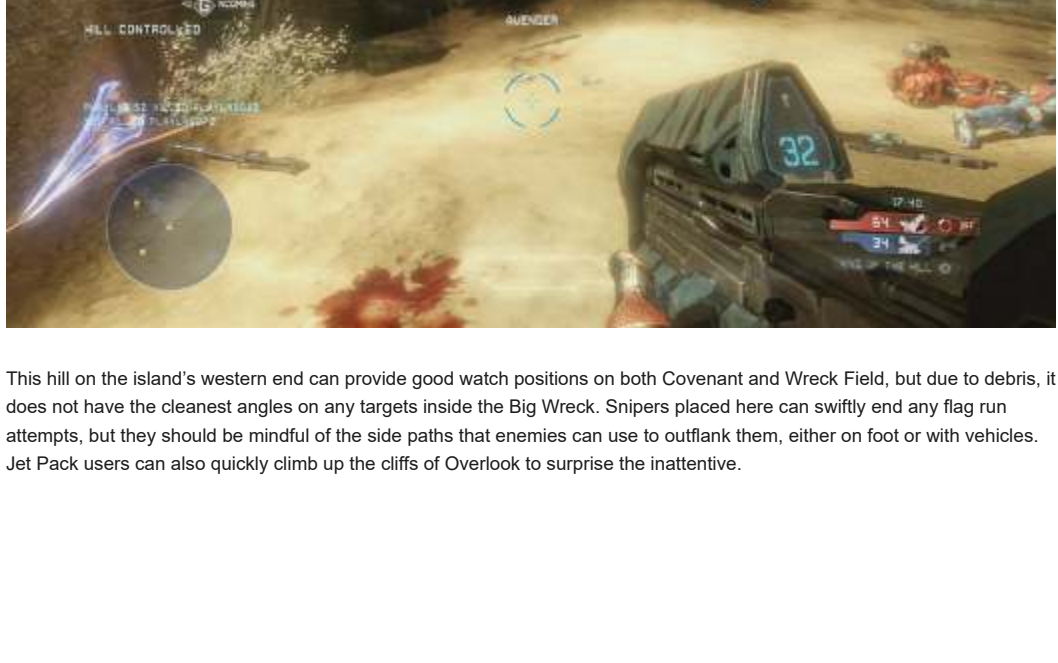
Named for the remains of a Covenant Lich that crashed against the wall, the Covenant Field is another open section of the map that allows for Ghost and Warthog drivers to flex their skills. During Capture the Flag games, Covenant Field is one of the key flanking zones either team can use to try scoring quick flag runs. However, in addition to shooters attacking from the Coast and from the Big Wreck, the Overlook hill has a nearly perfect position over almost all of this field. It's best to travel quickly through Covenant Field; if you don't use a vehicle, stick close to the pieces of the Big Wreck to use them as cover.

Wreck Field



Named for another portion of the Big Wreck that is sticking out from the northern wall, Wreck Field is the other major flanking zone near the central wreck. Unlike Covenant Field, there is more cover to use for protection. The portion of the ship on the northern wall contains another passage that you can use for cover or sniping. As with Covenant Field, almost all of Wreck Field can be covered by Spartans using the Overlook, so be wary when using this field for flag runs.

Overlook



This hill on the island's western end can provide good watch positions on both Covenant and Wreck Field, but due to debris, it does not have the cleanest angles on any targets inside the Big Wreck. Snipers placed here can swiftly end any flag run attempts, but they should be mindful of the side paths that enemies can use to outflank them, either on foot or with vehicles. Jet Pack users can also quickly climb up the cliffs of Overlook to surprise the inattentive.

Map Packs

Majestic Map Pack

Featuring three new maps: Landfall, Monolith, and Skyline, the Majestic Map Pack is the second expansion to Halo 4's competitive multiplayer map selection. In addition to these new battlegrounds, a new game type is set to appear on Halo 4's matchmaking playlists: Infinity Rumble.

Playlists

In addition to adding the Majestic Maps to preexisting playlists, Majestic also brings two new playlists to War Games.

Majestic Team DLC

Majestic Team is a 4 vs. 4 playlist consisting of various modes on Majestic maps that focus on tactical team play and objective-based elements.

Landfall

- Infinity Slayer
- Flood
- Extraction

Monolith

- Infinity Slayer
- Team Regicide
- King of the Hill

Skyline

- Infinity Slayer
- Capture the Flag
- SWAT

Majestic FFA DLC

Majestic FFA is a frenzied eight player Free For All playlist with all Spartans vying for first place.

Landfall

- Infinity Rumble
- Rumble Pro

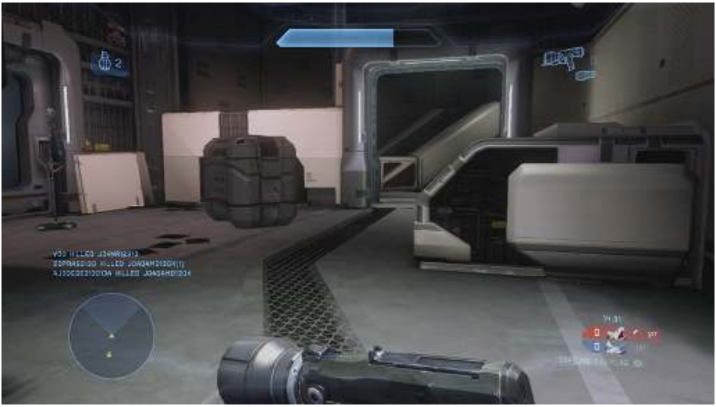
Monolith

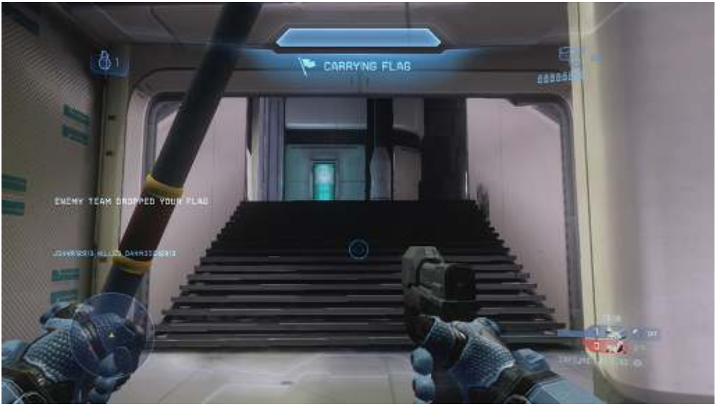
- Infinity Rumble
- Rumble Pro
- Regicide

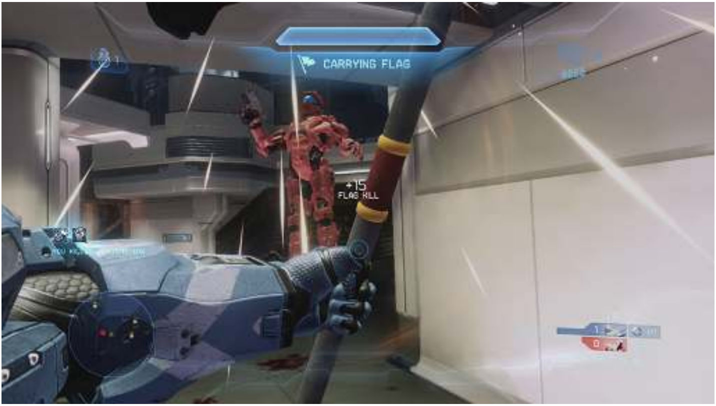
Skyline

- Infinity Rumble
- Rumble Pro
- Regicide

Game Type: Infinity Rumble







Option	Default Setting
Score to Win	250 [25 Kills]
Time Limit	15
Loadouts	Custom Allowed, and Map Presets
World Ordnance	95 seconds
Personal Ordnance	Enabled
Early Respawn	Disabled
Spawn Time	3 seconds
Players	4–8 [8 in Matchmaking]

This isn't your standard FFA, this is Infinity Rumble, where you and up to seven others battle it out for the top position, while fighting to earn personal ordnances. Kill steal, kill assist, and stack medals to receive personal ordnance before your enemies can. Conserve your ordnance for well-timed shots. Ensuring your kills means more points, and more points ensures more ordnance. Combine your power-ups with power weapons for even more points to maintain your top spot. Survival is key, as your respawn time is three seconds, and that's three seconds that could be spent getting more kills for more ordnance. Combine the fevered kills with the tight spaces of the new Majestic maps and you're in for some tense situations, and hopefully you'll come out on top.

Be prepared for an all-out assault. Pay close attention to your Armor Ability's cooldown, ammo, and above all your minimap. Know when to make a tactical retreat because there's no shame in having more health than your enemies.

General Tips for Infinity Rumble

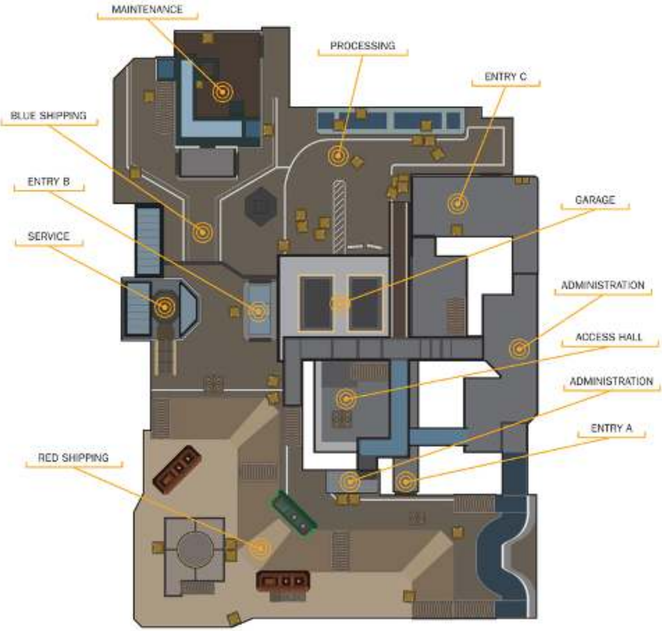
- Consider a loadout using grenade-oriented Support Upgrades and/or Tactical Packages to make use of the plentiful confined areas found in this Majestic DLC.
- Bait your enemy with liberal use of either Promethean Vision or Hologram armor abilities. Enemies may be lying in wait behind cover or doors in tight areas, so Promethean Vision will prove valuable. Enemies may act quickly upon sighting you in this game mode, so the liberal use of Hologram is advised. If they've fallen for your ruse, then they may not have time to react.
- Don't be afraid to make a tactical retreat here, when dying could mean three seconds of downtime.
- While enemies are engaging with other enemies, toss them a grenade and swoop in to finish them off.
- Kill Assist! Pick off an enemy's foe for a quick Kill Assist, and finish what his foe started.
- If you're a confident flanker, set up short- to mid-range loadouts. Consider using the DMR, Boltshot, Frag Grenade, Hologram, AA Efficiency, and Ordnance Priority
- If you find spamming grenades to take out groups of enemies more effective than running and gunning, then consider a more grenade-oriented loadout. Consider Explosives, Grenadier, or Resupply.
- Make killing the points leader a priority if the opportunity presents itself so they do not obtain too much of a lead.
- Ultimately your loadout should suit your best playstyle as well as the map, so when considering Infinity Rumble, consider close-quarters fighting needs with an emphasis on point generation. This means you should weigh what it takes to maintain your own survival while taking down as many enemies as possible with the least amount of downtime. Emphasize your best playstyle with a loadout that highlights your merits and is measured against your flaws.

Landfall

PROCESSING

PROCESSING

Tribute's capital served as a key battleground against the Covenant's brutal attack on this system.



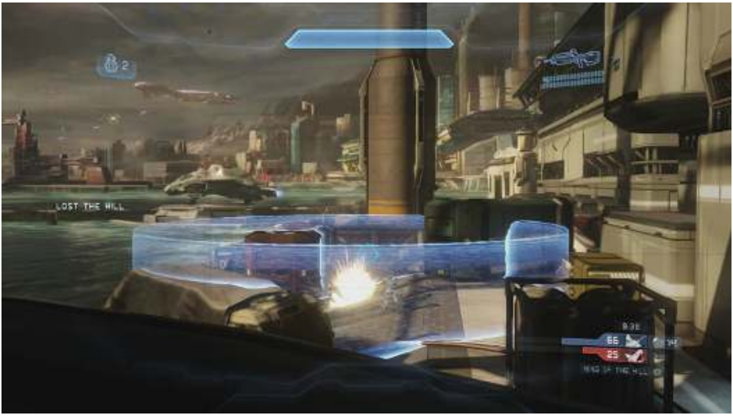
Landfall is a small to mid-sized map set in a shipping facility in the port city of Casbah, a colony on Tribute. The map features one major shipping area that wraps around a central UNSC facility in a "C" shape. On the outer edges of the shipping thoroughfare are several smaller buildings: Service, Maintenance, and Processing.

The highly porous central building contains an Administration area, a Garage, and an Access Hall connecting the two. The central building has several passages that lead to all sides of the outer shipping area. An Administration area on the second floor connects from the Red's side of the shipping area (Red Shipping) to the Processing/Blue Shipping area. The Access Hall has several entrances connecting Entry A, Administration, the Garage, and a second-story entrance from Red Shipping. The Garage has two doors that lead to Blue Shipping, adjacent to Maintenance and Processing.

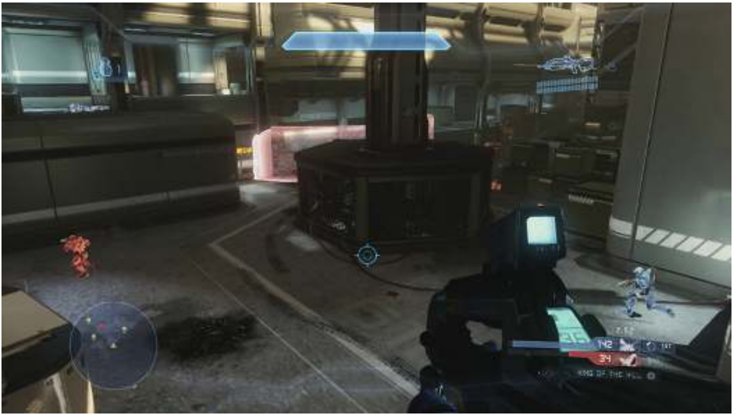
Maintenance and Processing are located across from the Garage. Maintenance is a two-story building near the corner of the map overlooking the two Shipping areas. Processing is the elevated footway adjacent to Maintenance that runs along the shipping area. An alley to the side of Processing leads to Maintenance's lower back door. At the dead end of Processing/Blue Shipping, Entry C can be found. It leads toward the Garage and Administration.

Landfall now appears in the following playlists if all connected players own the map pack: Infinity Slayer, King of the Hill, SWAT, Doubles, Extraction

Red Shipping/Blue Shipping

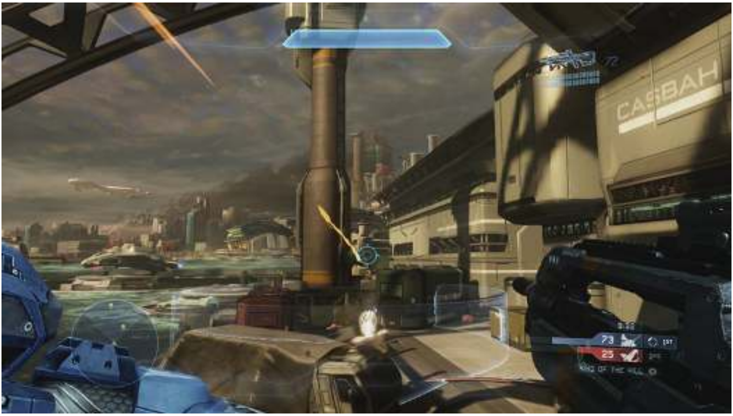


This is the overwatch covering Red Shipping on the second-story balcony that leads to Administration. It’s a useful overwatch during Extraction, KOTH, and CTF.

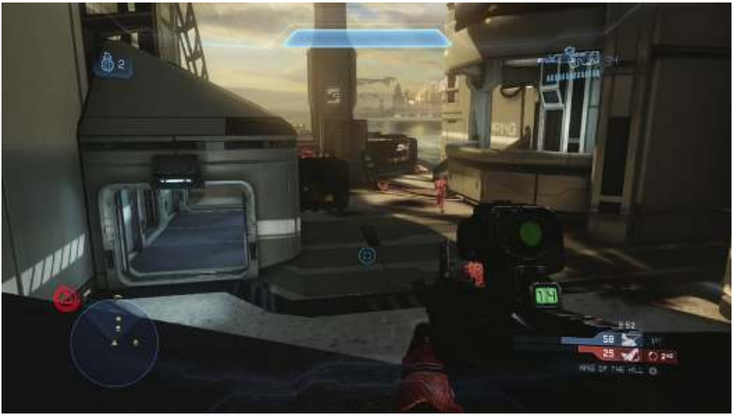


The elevated position of the Service area provides an ample 180-degree view covering the Blue Shipping area, shown here, and the Red Shipping area.

The central shipping area that wraps itself around the entire level has been left in a state of chaos during the evacuation. Shipping containers are scattered about the thoroughfare. This makes for suitable cover to cover situations. Jump over or maneuver around the crates to quickly flank your enemies. Jet Packs and Holograms are good for this area, as you'll easily be able to flank from above or behind. Hardlight Shields might not prove as effective because you'll need a quick response time to react to incoming grenades, enemies, and long-range gunfire. However, the Hardlight Shield may make for a welcome addition to a team attempting to storm a well-guarded Hill or Extraction point.



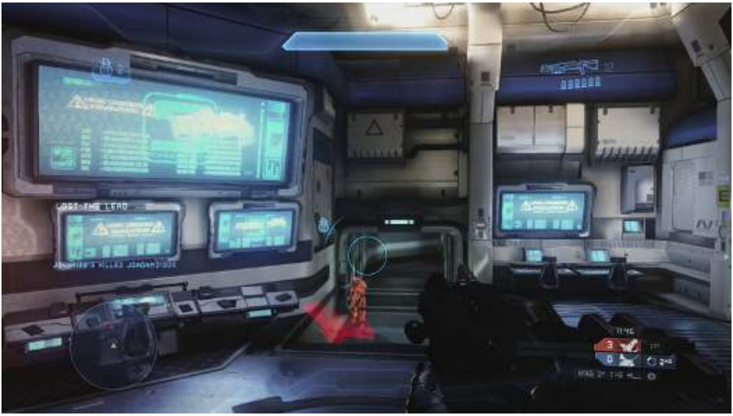
While maneuvering about the scattered crates and various shipping items, make liberal use of your grenades. The tight spaces your enemy is in provide you with plenty of explosive opportunity. Consider a loadout using grenade-oriented Support Upgrades and Tactical Packages to make the best use of these tight spaces.



The second story of Maintenance provides a good position for sniping, providing covering fire, or taking out enemies holding a position at Service.

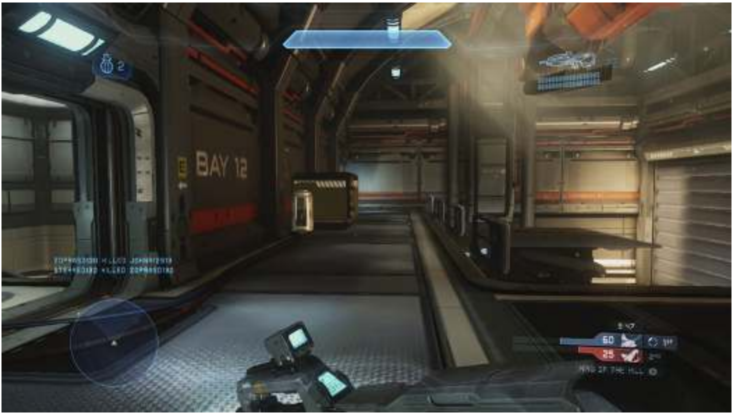
While these tight spaces can be great for catching enemies off guard, the same tactic can be used against you. Be aware of enemies in the distance, as they'll have a good line of sight down the shipping areas. There are several elevated lines of sight to be aware of while fighting within shipping: Nearest the Blue Shipping area, check for Spartans near Entry C, the second floor of Maintenance, and the overwatch of Service. Spartans within the Red Shipping area will have to watch for enemies taking up a position at Service and the second-story entrances to the Access Hall and Administration.

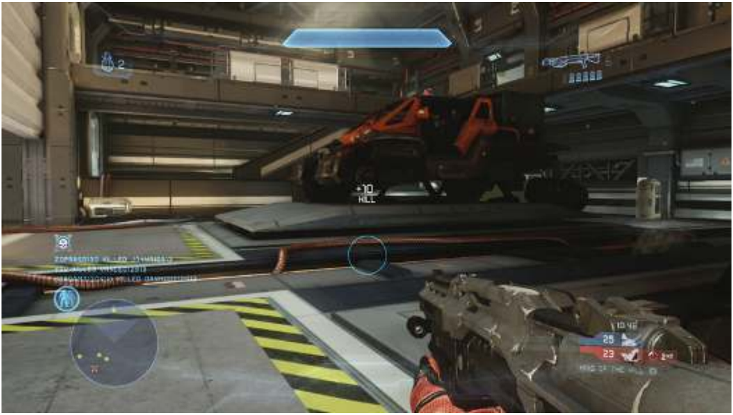
Central Building: Administration



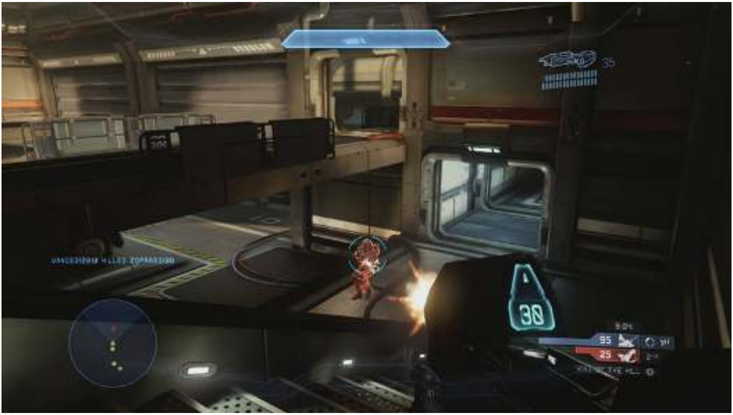
Administration is a long hall with little in the way of cover, other than a small wall on one side that juts into the middle room and several server racks to other side. Administration features four points of entry: from the balcony overlooking Red Shipping, the catwalk from the Access Hall, the hall from Entry C, and the catwalk from the Garage. With so many entrances, Spartans holding a position here may be forced into head, side, and rear confrontations, which can make for some interesting battles during KOTH and Extraction. Toss grenades down the hall toward Entry C to discourage enemies from using that path, and cover the other entrances as best you can.

Central Building: Garage

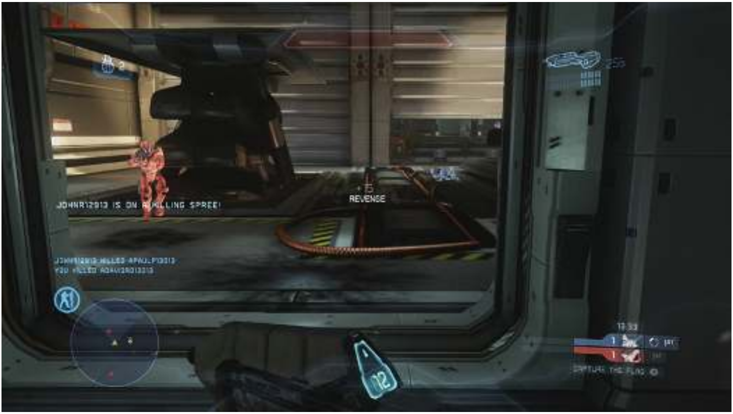




The Garage is a large servicing bay for shipping vehicles with two large service bay doors; one is open. The Garage has numerous entrances: the service bay door, Administration, the Access Hall, Entries B and C, and two entrances by way of a Red Shipping access ramp that leads to the second-story catwalk above. If you aren’t paying attention while inside the Garage, you will be flanked from these numerous entrances.

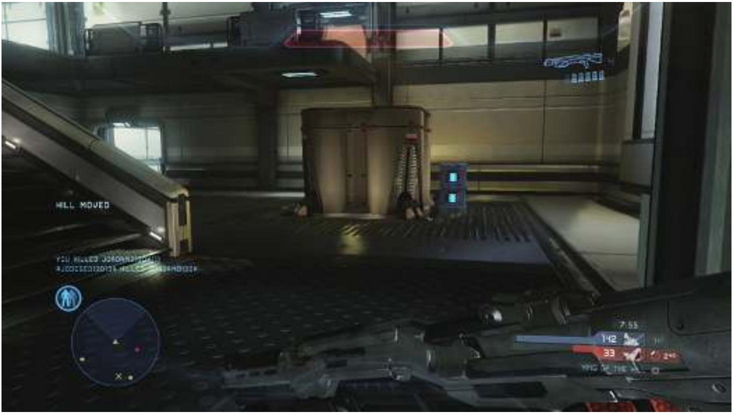


Despite being a death trap, the Garage can provide comparatively safer cover than the openness of the shipping areas. Some may use the Garage to pop in and out of these entrances to take down enemies quickly before retreating back into the safety of the Garage (having Jet Packs is useful for this purpose). Hang back near doors while waiting for passing enemies, strike, and find another entrance where an enemy is approaching. Spartans can also perch themselves on top of one of the service bay lifts to rain death from above on unsuspecting enemies below.

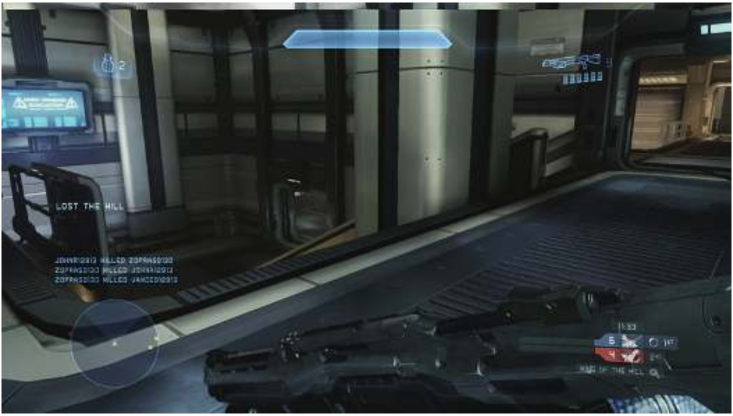


Be careful when entering the Garage, as it is a most suitable place to lay an ambush, and for making a hasty retreat through one of its many doors. If you're an ambusher, consider using the Boltshot often inside here.

Central Building: Access Hall



If you enter the Access Hall from the lower garage doorway and an enemy is upstairs, then bait them into the Garage, or beware of them jumping down on you from the Garage catwalk.

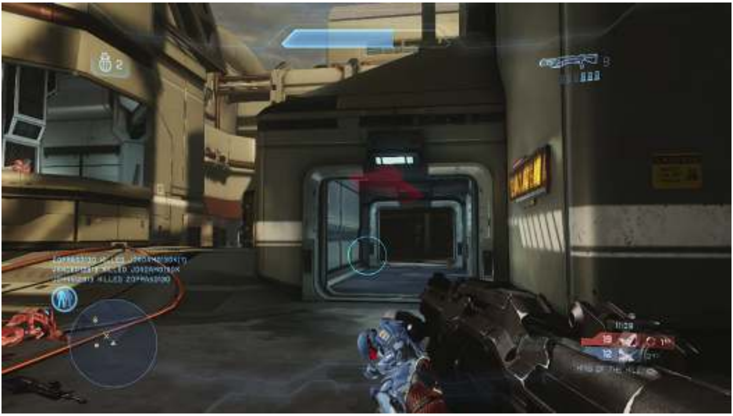


If enemies below are reluctant to enter the Access Hall from the Garage, do not fall into their trap. The best course of action is to use the catwalk, shown on the right, and fire on them from above or jump down for an intimate meeting of fist to skull.

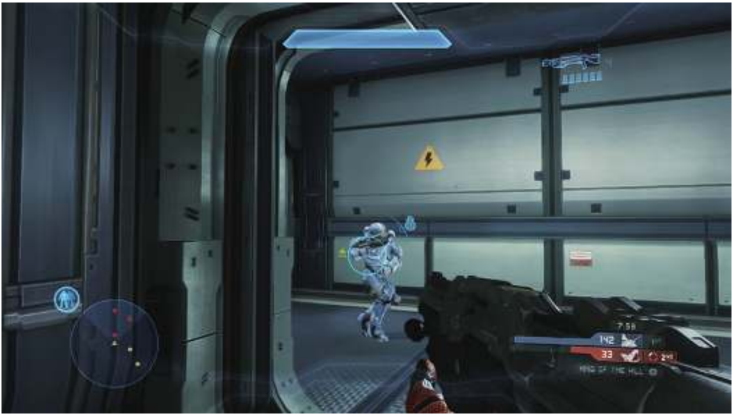
The Access Hall has five different entrances, which often make it a tight choke point. It is also a great room to lose a pursuing enemy, or find another avenue of approaching during objective based matches. The Access Hall has two lower level entries: one connected to Entry A from the Red Shipping Area and another ground level doorway to the Garage. The upstairs catwalk connects to Administration, the Garage, and an entry overlooking Red Shipping.

The space within the access hall is so confined that it’s likely to garner a couple of points simply by tossing a grenade within any heated battle. Conflicts are often settled quickly within here. If enemies are found on the staircase, it’s best not to go in from the lower Garage entrance. Instead bait them into the Garage for a better chance of taking them out.

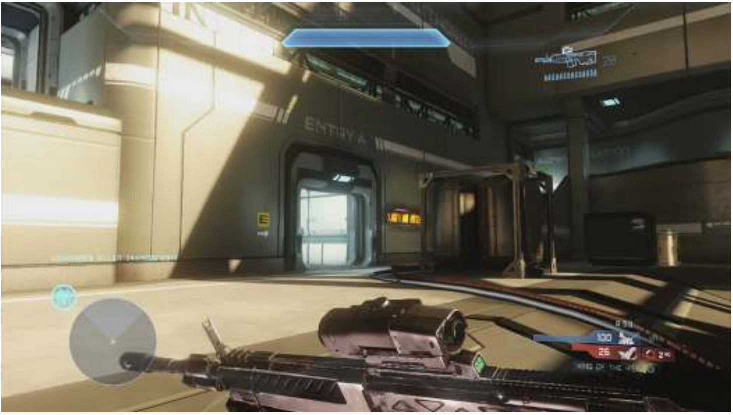
Central Building: Entries A, B, C



This is Entry B which accesses the lower level of the Garage, located across from Service. Be aware of corners upon entry.

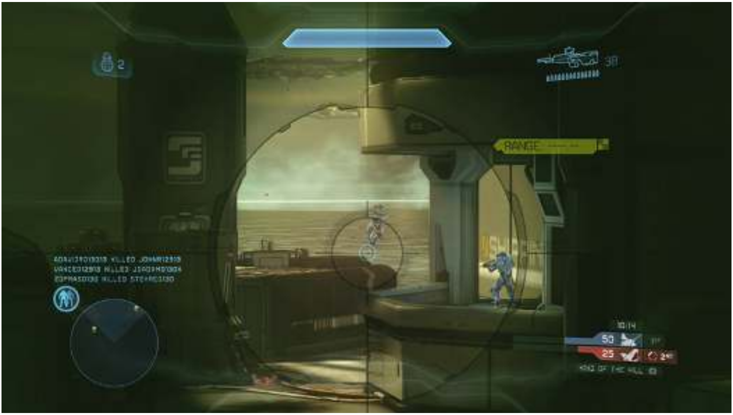


It’s where you’ll be shot in the face with a Shotgun. Use caution when entering Entry B. If you don’t have any way to bait ambushers out then trust a grenade to bait them out for you. Turn around is fair play, so get a few kills the same way you’ll be killed here.

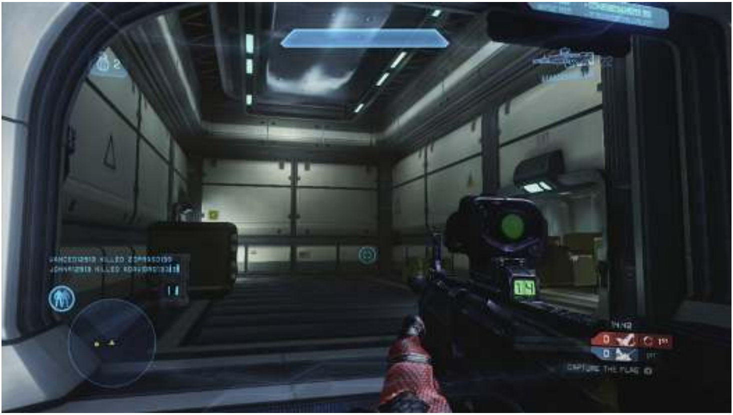


The Central Building has three ground-level floor entrances, A, B and C, that are clearly marked as such. Entry A is a small passage leading to the Access Hall from Red Shipping. Entry B is a small, covered, three-way hall near Service that accesses the Garage. Entry C is a small hall connecting to the Garage and Administration.

Use Entry B to enter the Garage directly, but be careful, as many enemies will use this entrance as an ambush point given its proximity to the high-traffic shipping path.

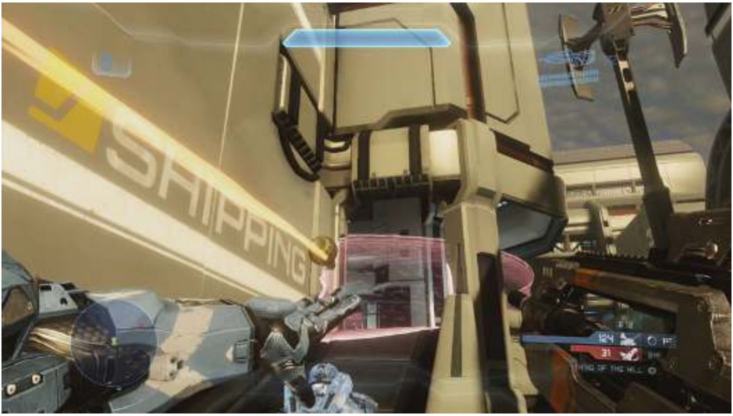


You can also jump on top of Entry B during objective-based missions when you need an elevated advantage, but beware of enemies firing up at you from below. This vantage point is good for lobbing a couple of grenades and providing some cover fire while your teammates deal with enemies.

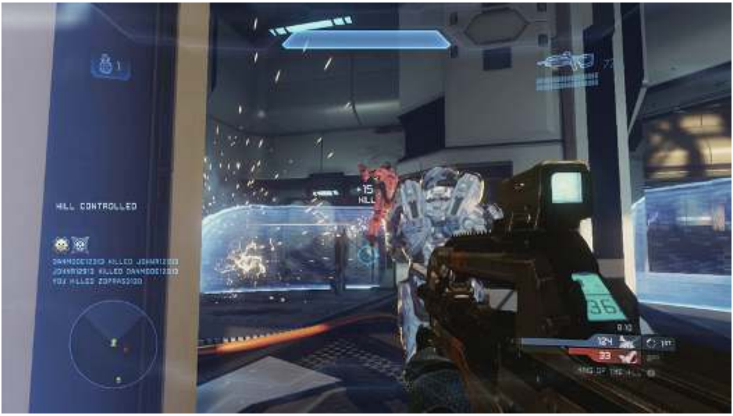


Entry C, across from Processing, is a hall within the larger Central Building. Its passage connects both the Garage and Administration.

Service



Approach Service as shown, with a well-aimed grenade.

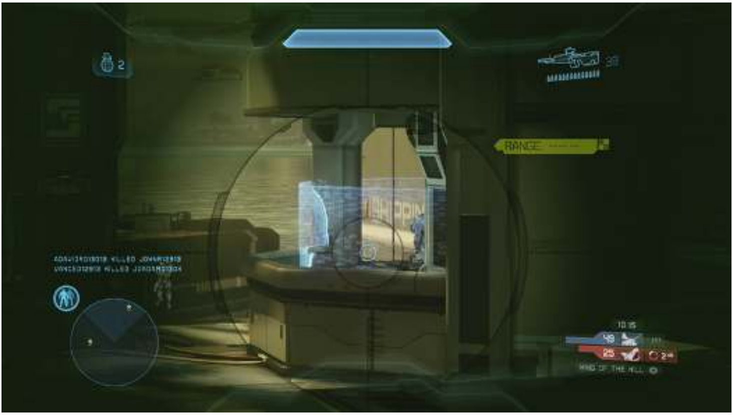


During team based modes approach Service with a teammate because once you’re up there you’ll need to be covering all the angles. During FFA try to avoid standing directly in the window and avoid any grenades as best you can. Don’t cover one ramp for too long.

Siege Service with a teammate because once you’re up there you’ll need to be covering all the angles.

Service is the small, yet imposing, open room above one side of Shipping with the Garage on the other side. The room is a good overwatch for a foreman overseeing a major shipping operation, but for Spartans it’s a death trap and a good overwatch.

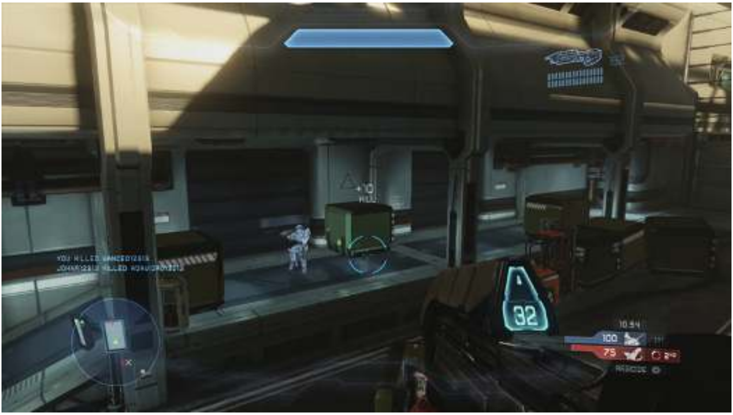
Attack Service with a well-placed grenade, and storm in to finish off enemies. Try to hit the center column so it doesn’t go too far, or hit the back wall so it gets farther in if enemies are trying to hide behind the column. Throwing grenades through the large open window is also a viable option.



Use this line of sight on the second story of Maintenance to provide cover fire for teammates on the approach to Service.

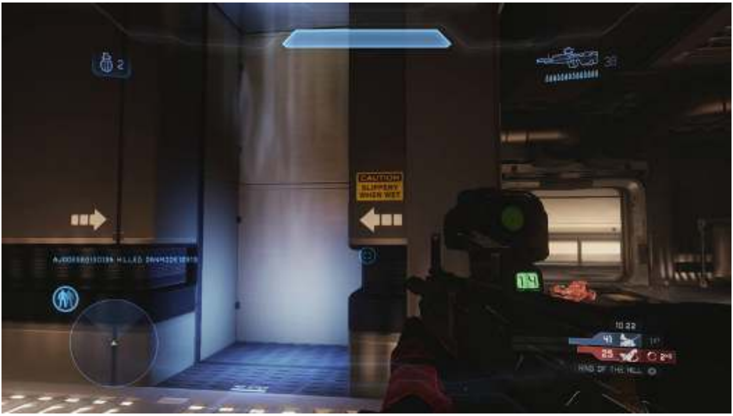
Anyone trying to hold down an objective here is subject to grenade spam and large amounts of gunfire. Respond in kind with your own grenades before enemies reach you. While capturing an objective, branch out a little bit from the main room and go down the ramps while other teammates hold the point to ensure that enemies do not get close enough to throw in more grenades.

Maintenance/Processing

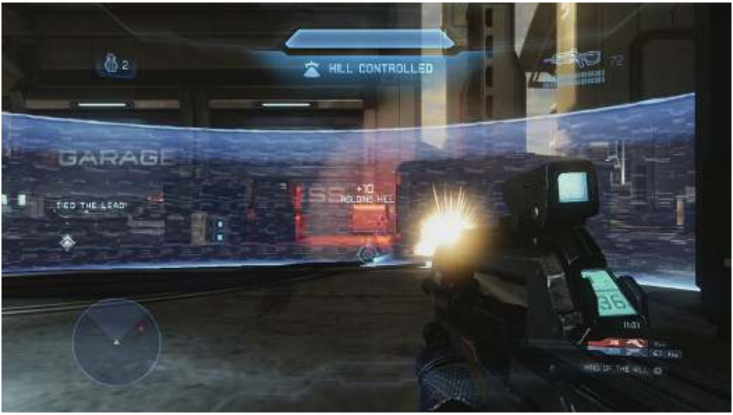


Processing is the loading bay area for items received from shipping. It mainly consists of a raised walkway and two bay doors overlooking the Blue Shipping area directly across from the Garage’s bay doors. Adjacent to Processing is Maintenance. Maintenance is a relatively small two-story building with an alley between it and Processing. Maintenance has two floors, with the bottom floor having quick access to the top floor with a gravity lift. Likewise, the top floor has an easy opening by the Maintenance staircase that players can use to drop down into the middle of the first floor.

Maintenance is valuable for the long line of sight the elevated second floor provides. Anyone at this position will be given a clear view of distracted players around Processing, Blue Shipping, Service, and far down into Red Shipping. There's little in the way of cover, however, and the gravity lift leads directly to this position.



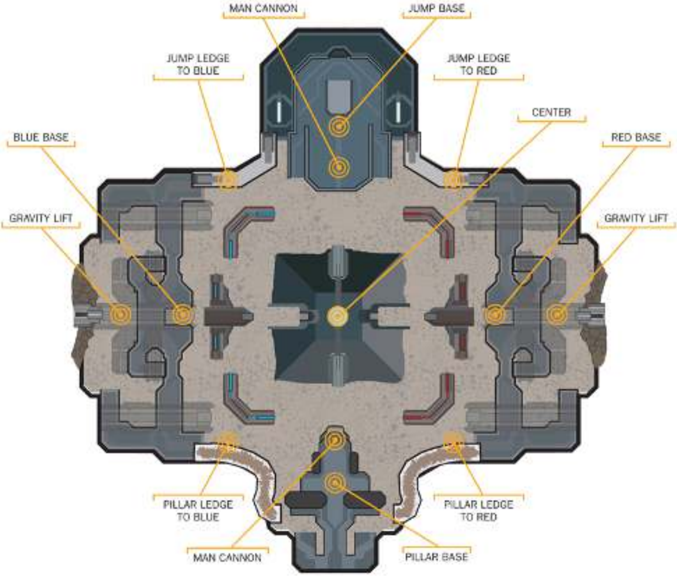
It's possible to throw grenades down into the gravity lift hole. If you're likely to snipe,especially from this position, then it would be advisable to equip Sensor or Awareness. If it's an objective-based mission, and the objective is located at Processing, then while your teammates distract the other team, you should flank from the alley or from the second story of Maintenance.



Dropping an Autosentry is also good for distracting enemies in this cluttered area, and can give you ample time to flank. While it may make for a good position to run to for cover in a pinch, it can also be a death trap, as your enemies won't have much trouble tracking you down in this small area.

Monolith

Forgotten in the tide of an asteroid field, the Forerunners built this monument to remember their fallen warriors.

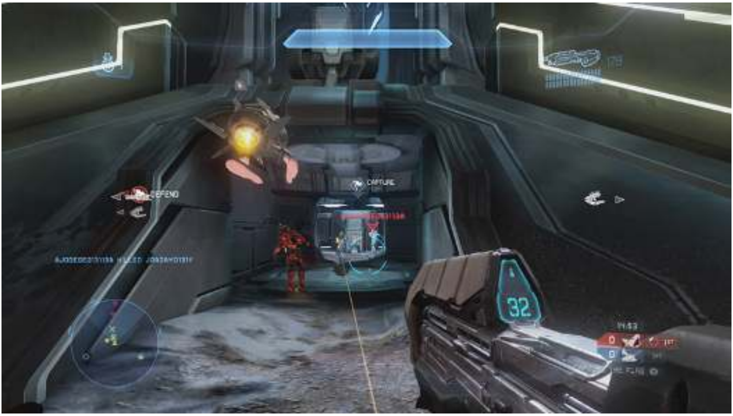


Monolith is a small to mid-sized map set on a Forerunner monument, constructed within an asteroid belt. The layout is asymmetrical, with identical Red and Blue Bases and two outer neutral base-like structures flanked by the Red and Blue Bases. At the very center of the map is another smaller structure. This structure is marked by the ominous glowing prism floating above it.

The Red and Blue Bases are constructed and laid out the same, with many pillars and walkways. Three smaller structures, in front of the Red and Blue Bases, loosely bar entrance for anyone approaching from the Center. The map is rather open, but has plenty of close-quarters areas with plenty of obstacles. Use a versatile loadout featuring a close-range weapon and a mid- to long-range weapon to switch between situations while playing on this map. Pay close attention when out in the open, exterior space surrounding the central building. Use the provided cover when moving to and from the center base and the nearby structures to your advantage. Maintain a good distance between your teammates for assistance. Using power weapons is key on this map, especially when all the cover gives plenty of opportunities for someone to catch a distracted enemy. Develop a habit of hitting all the ordnance points to overpower the enemy.

Monolith now appears in the following playlists if all connected players own the map pack: Infinity Slayer, Capture the Flag, King of the Hill, SWAT, Team Regicide, Regicide, Doubles.

Center Low/High



Spartans become fish in a barrel within the Center structure. Drop an Autosentry to help your team wipe out enemies.

The very center of this monument is a small two-story bunker with fin-like pillars towering from the corners. Use these pillars for cover. The inside of the bunker is quite confined and provides little cover other than the indented walls. You’ll find the Rocket Launcher as ordnance here. On top of the bunker, which is safer from grenade spam, there is a Spartan-sized hole that’s perfect for juking enemies with a lucky grenade or for getting the drop on someone below.

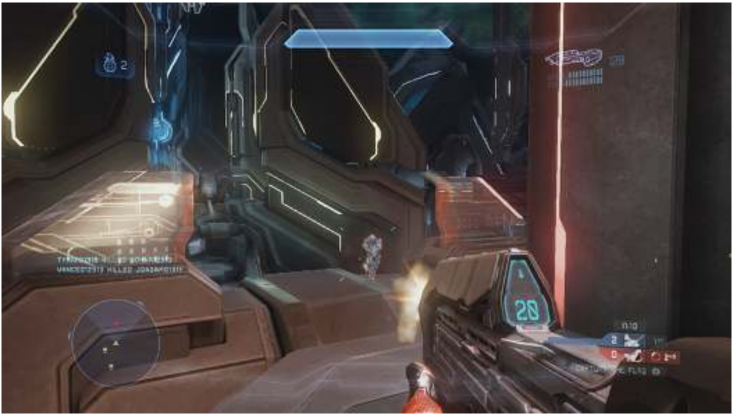
Drop Autosentries to guard flags in less conspicuous areas with a clear shot of the flag.

During Capture the Flag this area will be where the majority of the action is, since it's the most obvious path between the two bases. Having Autosentry or Promethean Vision may make things easier, but the area is going to receive a lot of chaotic cross fire, so tread carefully.

The open area around Center can be a quick death if you aren't paying close enough attention. Enemies will come out from behind cover quickly to take advantage of anyone already engaging another Spartan.

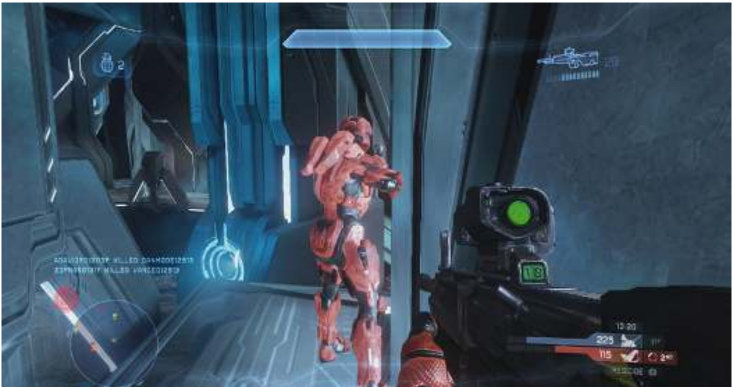
Red/Blue Base

When attacking the bases, jump on the smaller structure in front of the base to get a good angle for some grenade spam and a few rounds, but be careful, as it’s fairly exposed.

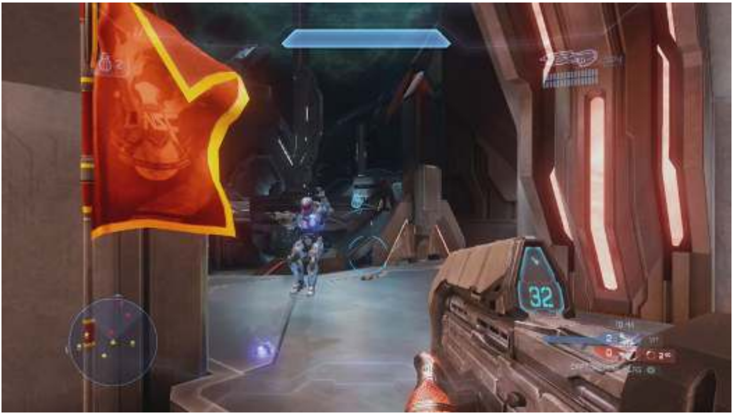


When defending your base, beware of enemies attempting to attack by using the small structure directly in front of the base.

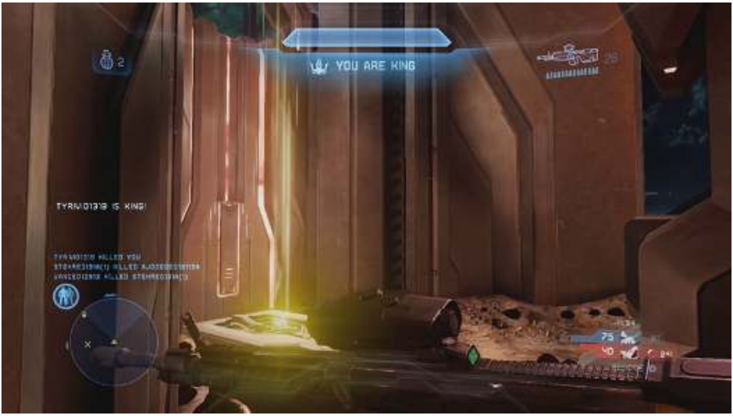
The Red and Blue Bases share the same construction. There’s several layered walkways, a three-way tunnel underneath, and a gravity lift in the back, where two rear paths come together. The bases offer very little cover other than the numerous pillars, tunnel, and rear path. The bases overlook the exposed central areas around the Center construct. Along the base’s main catwalk, players have a clear line of sight into the two neutral side bases.



Due to the compact nature of the map, and the ledges leading in from the neutral bases, enemies will be able to approach the bases very quickly.

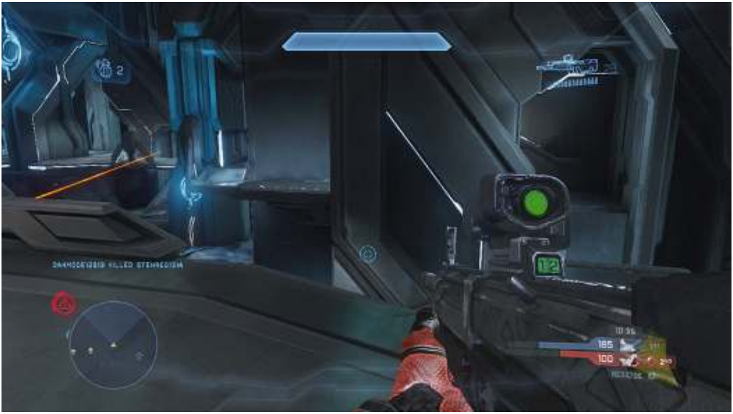


During CTF, the bases will be heavily besieged by grenades. Consider using the Hardlight Shield for both attacking and defending the bases to ward off some explosives. Use your own grenades heavily as well. Use a good all-around weapon in the base area and try to keep your grenades in supply with Resupply, as they can be more important than water here.



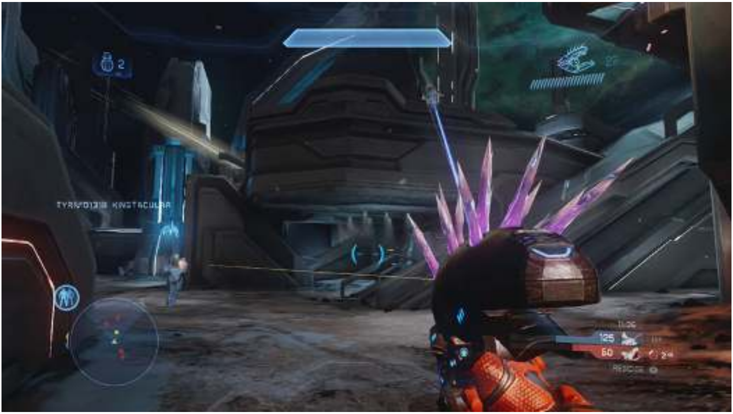
Behind each base is a gravity lift that’s useful for when you have to retreat behind your own base, come up on an enemy quickly, or for if it’s the only method available for attacking an objective.

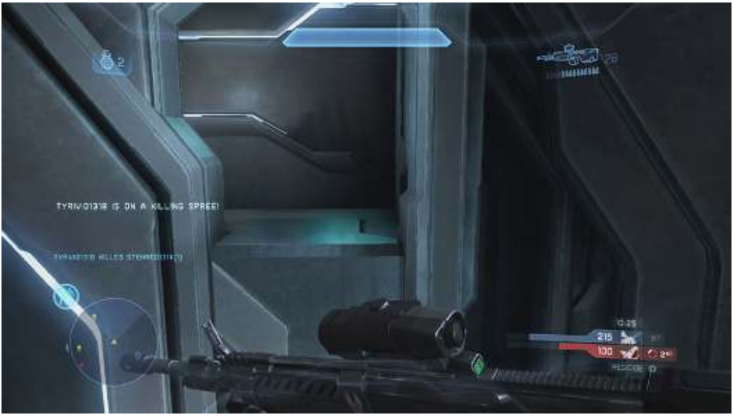
Jump/Pillar Ledge



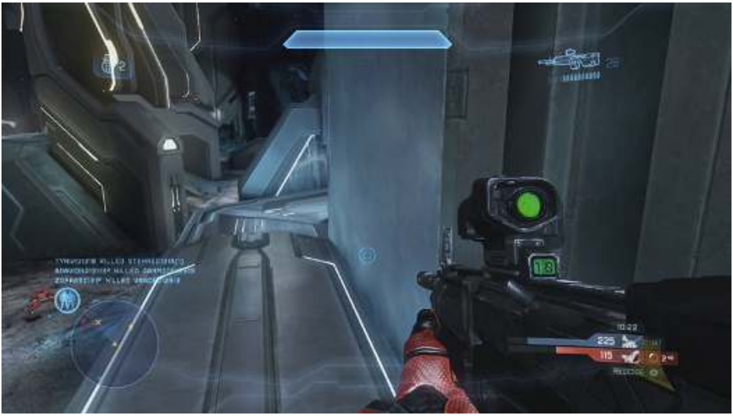
The two neutral bases, Jump Base and Pillar Base, offer paths that branch off to the side, wrap around the rock face and let you jump down into either the Red or Blue bases. At the Jump Base, you'll have to find the opening in the face of the wall and jump to the ledge with the path. At Pillar Base it is more of a cliff path. These are tactically advantageous if you are looking for a good angle to throw down some covering fire, breach the bases, or snipe.

Jump Base





The Jump Ledge entrance is found along the wall.

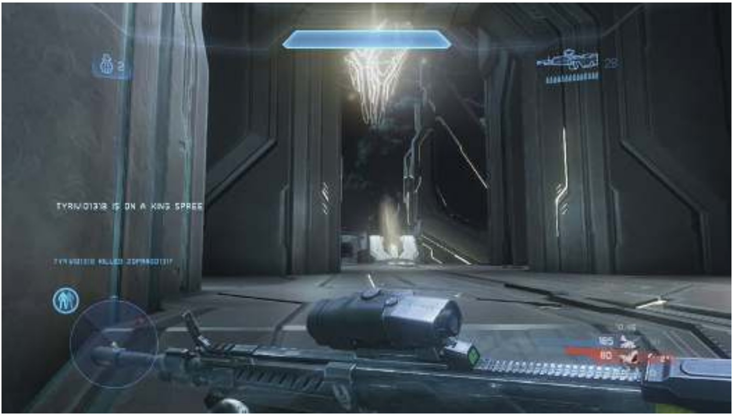


From along the Jump Ledge, which gives an elevated advantage but has zero cover.

Jump Base is one of two neutral Forerunner bases with a path that wraps around it and under it. On the sides of the construct are two ramps leading upstairs. Behind the base, you'll find a gravity lift that leads to the top. On top there's a Spartan-sized hole that leads to the downstairs path, which is useful for dropping explosives on an unfriendly Spartan. The top also features a man cannon, which will fire Spartans across to the Pillar Base.

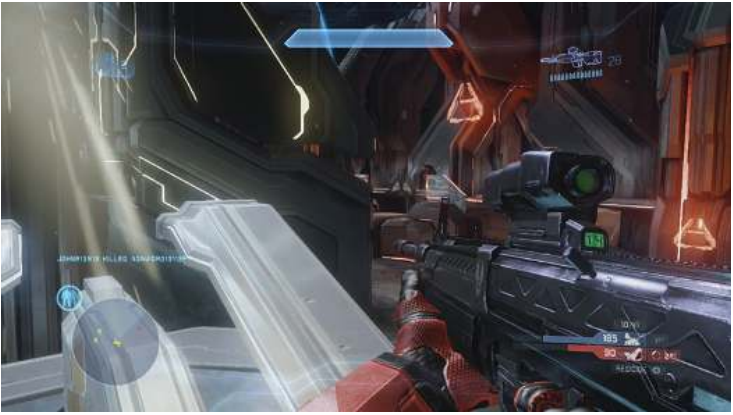
Be careful when using the man cannons. Flying through the air doesn't give you much control, and anyone who notices an enemy flying through the air is apt to fire on them. Use these more as an escape route or to reach the next Hill during CTF. You'll be able to access the Jump Ledges off to the side of the upper level of the construct if you wish to use an elevated path to enter the Red or Blue base. Jump Base provides a great clear view of the Red, Blue, and Center area with a little bit of waist-high cover, but know you can probably be seen fairly well when you're at Jump Base.

Pillar Base



The top of Pillar Base provides a clear view of your enemies, an escape, and some cover.

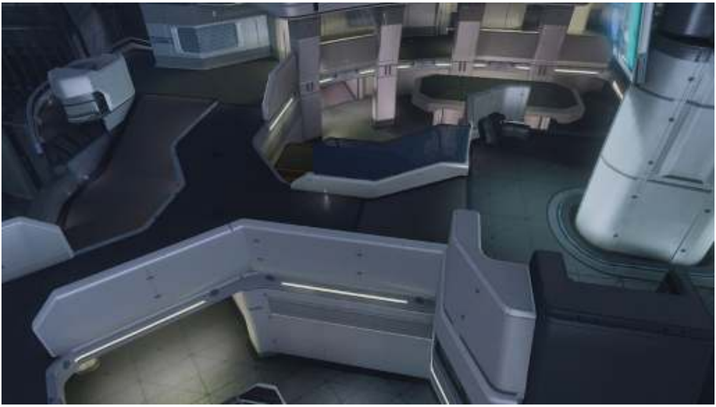
Pillar Base is similar to Jump Base, but it has pillars and no gravity lift. Instead of a gravity lift in the back of Pillar Base, the path leads around and up the back to the second floor. Instead of ramps flanking its sides, Pillar Base has a block to jump on to reach the second floor. Like Jump Base, Pillar Base also has a set of elevated paths leading into the Red and Blue Bases along the cliff face.



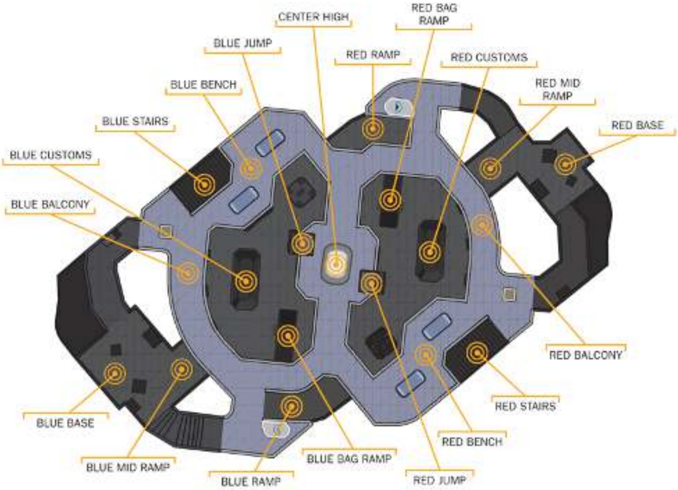
From the top of Pillar base you have a clear view of the battlefield, which is best for assaulting a base during CTF, especially when you know enemies aren't as likely to sneak from behind.

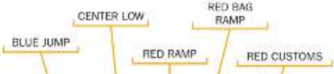
Like the Jump Base, this area has a great view of the Red, Blue, and Center area for firing long distances. You'll be able to use the pillars along the sides to take cover. It's not a perfect place to snipe, as it's still fairly open, but it does provide a position that's relatively calmer than the other areas. The clear drawback is that if you expose yourself even a little, an enemy will be able to snipe or wound you from afar. If you need to make an escape, the Pillar Base is also equipped with a man cannon for getting to Jump Base.

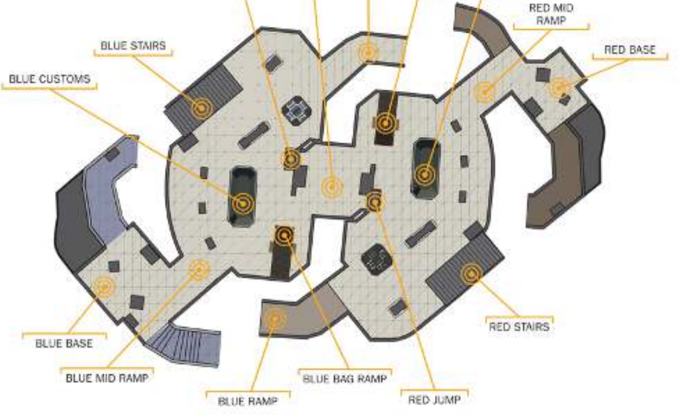
Skyline



High above the city of Mindoro, a tether build site provided remarkable terrain for infantry warfare.







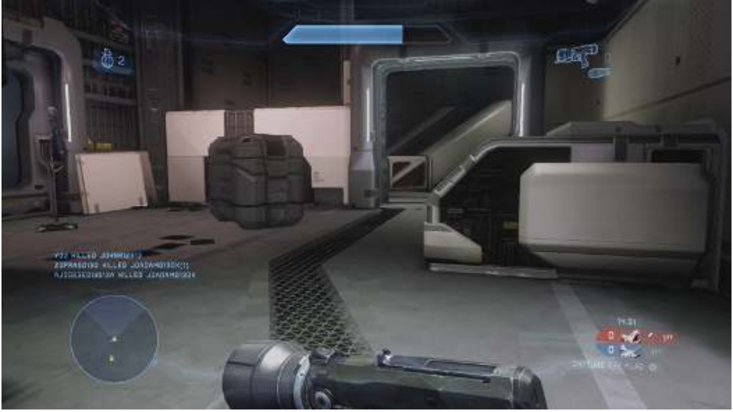
Skyline is a small map set on the terminus build site, Station Nova Austin, for a new space tether on Cascade's capital city of Mindoro. The map is asymmetrical and filled with tight spaces. It features multi-story close-quarters enemy management, which makes it both challenging and fun. There are plenty of obstacles to jump on, maneuver around, and juke from. The map's vertical nature lends itself well to Jet Packs. Using a Jet Pack will let you get to enemies on the second floor, if you are not near a jump, ramp, or staircase. The Jet Pack's best purpose is for getting to nearest objective point before your enemies do. Holograms become useful in creating more chaos wherever there is chaos already in abundance.

The Red and Blue Bases are located at either sides of the terminus, with three paths leading from either of them. The two outer paths lead upstairs, while the middle ramps lead downstairs to Customs and then the central area. The upstairs area has balconies that form a figure eight. The center of the figure eight is a central building's rooftop walkway. The first floor of this building is a small choke point room with gravity lifts on either side of its exterior. The lower area is easily fired upon from the balconies, but fortunately there's a little bit of cover. The Bag Ramps make for both good cover and access to the second floor.

Skyline is so small that if your flag is being taken during CTF and it's proving difficult to retrieve it, then you might be better off to capture the enemy's flag instead. This buys your team some time, denies the enemy a capture, and maybe earns a capture for the team. The tight spaces also make for some easy flag kills!

Skyline now appears in the following playlists if all connected players own the map pack: Infinity Slayer, Capture the Flag, SWAT, Team Regicide, Regicide, Doubles, Extraction

Red Base/Blue Base



The two bases found at either end of this asymmetrical map are gates for the space tether, complete with baggage claims on the other side of a small wall that you can jump on and use as a spot to fire on enemies if they're attempting to take your flag. The gate area is filled with scattered crates and containers, which make for some good cover during engagements, but can be disastrous if grenades are thrown in, which is the first thing enemies will do when approaching the flag. Having one person up on the baggage area wall can help cover the flag while the rest of the team defends.

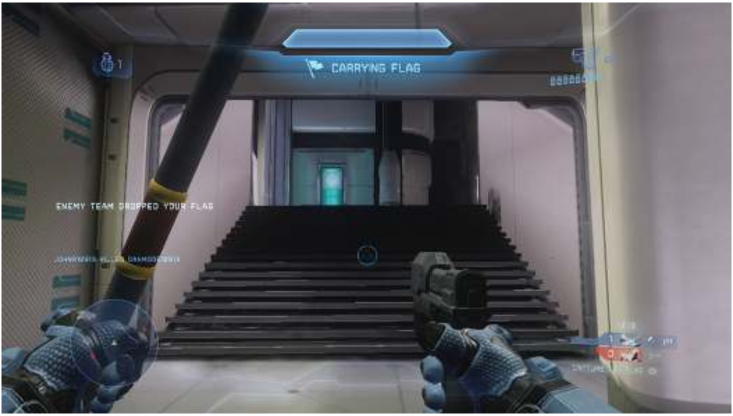
The Red and Blue Bases have three paths leading out into the main playing field: Mid Ramp and two paths along the sides. The Mid Ramp leads to the lower Customs area. The two side paths lead upstairs, with one path leading to the top of the staircase, and the other path leading toward the top of the ramp that descends toward the bottom of the other team's staircase.

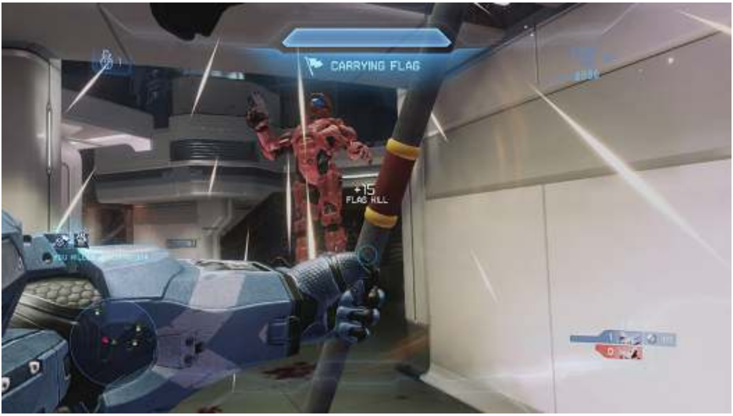
The situation can heat up quickly if a battle breaks out at a base. The three incoming routes can provide clear shots on anyone attempting to seek the containers for cover. To defend the area, do not be afraid to break out the fisticuffs, Boltshot, or Plasma Pistol to fend off attackers. The Mid Ramp will likely be the main avenue during Capture the Flag matches given the shorter distance of traveling on the first floor, so prioritize the Mid Ramp.

Using Sticky Detonators in this confined of a space is a near-guaranteed kill.

As an attacker, do not neglect the advantage of flanking the side paths coming from the second story.

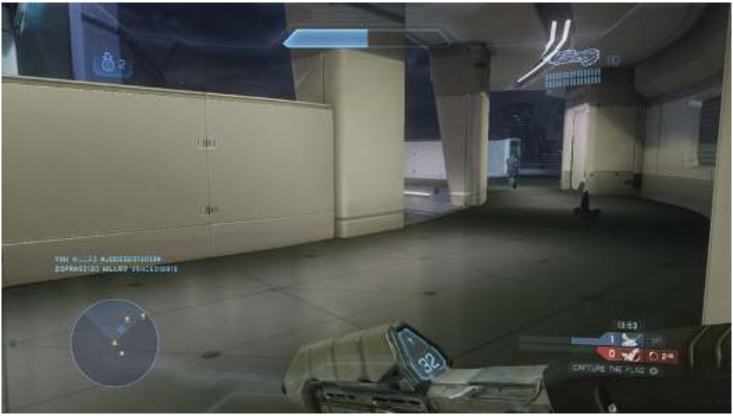
Red/Blue Mid Ramp

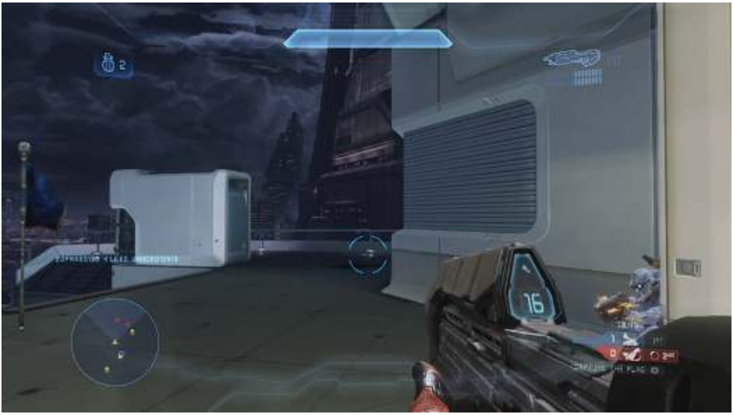




The two middle ramps leading from the bases and into the lower customs areas are the most direct paths to use when traversing to the center or to the other base. During Capture the Flag, consider using the Mid Ramps for the quickest path, and the tight spaces here can mean an advantage for some flag kills. Taking this path also means that if you’ve dropped the flag, your teammates can return to it quickly. During Extraction, an extraction point is found at the foot of the ramp. Enemies will come down the ramp quickly, so anyone capturing this point should cover the ramp as much as they can while staying aware of how easily it can be flanked from the balcony above this area.

Red/Blue Balcony



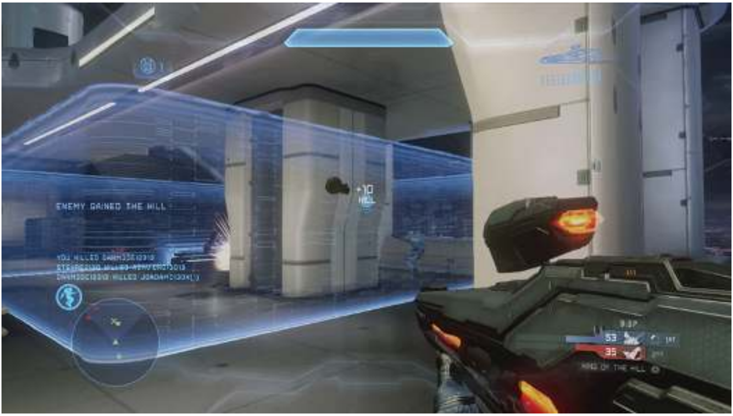


Whether it’s protecting a fallen flag, King, or extraction point, bait enemies along the balcony while your squad mate sets up for an ambush.

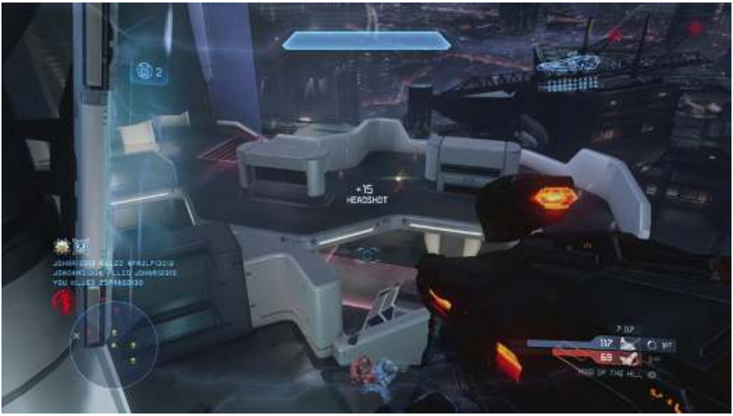
The balconies upstairs surround the lower customs areas. While firing down on enemies below, the railings provide some cover. Be careful when running along these balconies because the corners along the wall provide the perfect cover for enemies to flank you while you are concentrating on other Spartans or fallen flags. It may be good to use Promethean Vision on this map, as you’ll need to quickly determine where your enemies are, and which are Holograms, at any given moment.

During Extraction, the Balcony extraction point can become a bit of a grenade magnet. Without any real cover in the area, save for the corners along the walls, you’ll be forced to rely on your skills and marksmanship. Use surrounding explosives to your advantage, and if that fails, use more explosives.

Red/Blue Stairs



Grenade this position thoroughly because there is very little room for escape.

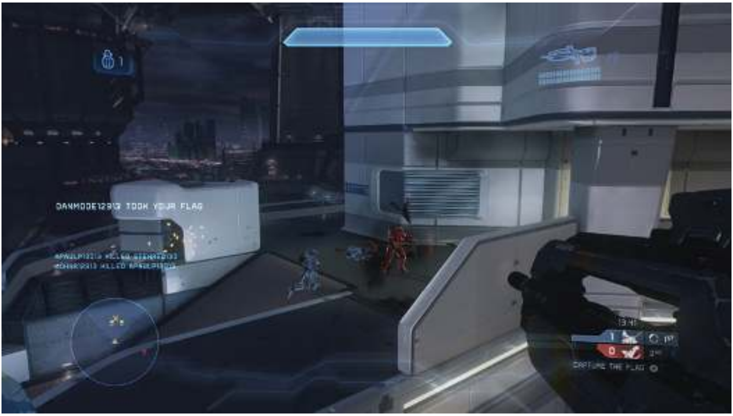


If you are caught on the opposite side by customs, then fly up with a Jet Pack, throw a grenade, and fire on the point from above.

Red and Blue Base areas have a path leading up toward a staircase that descends to the first floor in Customs. The bottom of each of these staircases become quintessential kill boxes. The staircase can be used as an alternate, albeit longer, path during Capture the Flag.

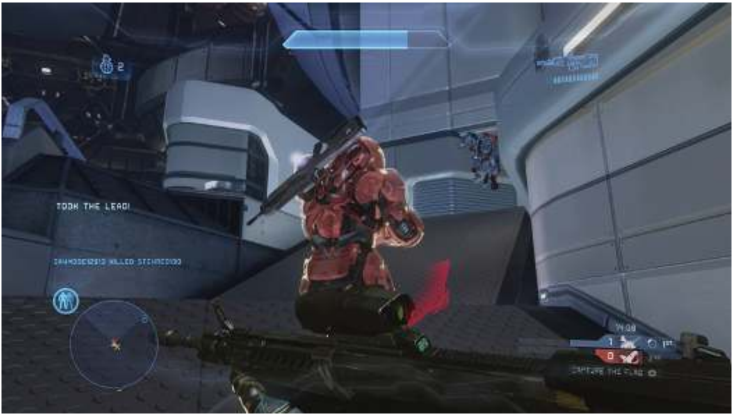
During King of the Hill, the bottom of the stairs will become an objective. Taking control of the area is easily solved with explosives and a hail of gunfire, but defending it for an extended period is a little harder. Some tactics to employ are Autosentries around the less visible areas, like the top of the stairs or the ramp. No one will notice an Autosentry among all the grenades. Spartans may also fire on the position from the balcony, Center High, or the top of the stairs and ramp.

Red/Blue Ramp



Like the stairs, each base has a path leading upstairs and, from there, these ramps lead back down toward the enemy’s customs and the bottom of the opposing team’s stairs. Enemies will use your ramp in order to flank quickly during CTF.

During King of the Hill, the top of this ramp looks down toward a Hill point at the bottom of the opposing team’s staircase. On the approach to this Hill point you’ll be given a clearer line of sight than the enemy may have at the top of their staircase. At the top of the ramp there is a ventilation unit that can be used for cover and to fire on anyone at the bottom of the staircase. Employ some basic techniques in approaching the location: grenades, holograms, and gunfire. The Autosentry is also a possible technique to use here for additional cover fire during Extraction and King of the Hill. Guard this ramp well during Extraction as enemies will likely use it and the Bag Ramp to approach the balcony extraction point.



If you notice an enemy going low and approaching the ramp, get behind the ledge overhanging the ramp and wait for the Spartan to run up the ramp to strike them from behind.

Red/Blue Customs